

AUSTRALIA'S ONLY INDEPENDENT PLAYSTATION 2 MAGAZINE

# PS2

## SOUL CALIBUR 2

Is Tekken finally down for the count?

**FIRST  
LOOK!**

### JAK 2

But where's Dexter?

### SHINOBI

The return of the classic

### ONIMUSHA 3

All is revealed

### VIRTUA FIGHTER 4

The beat 'em up Evolves

### MASSIVE GUIDES

Devil May Cry 2 & Vice City



**NO DVD?  
PLEASE ASK  
YOUR NEWSAGENT**



### THE HULK



### SPLINTER CELL

ISSUE 11 AUS \$9.95 inc. GST / NZ \$11.95 inc. GST

next  
GAMING



11

**DESTRUCTION DERBY 4 THE SMASH, CRASH & BASH IS BACK!!!**



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PlayStation 2



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**042** DESTRUCTION DERBY 4  
Boom crash opera. Joy.



**072** SUBSCRIBE Groove Armada and Rayman gear to win!



**094** DVD RELEASES Plenty of anime and Scream relived.



**074** DEVIL MAY CRY 2 Oh he'll cry when you're finished with our guide.



**088** CHASING THE CINEMATIC One of those broader features we love.

## FEATURES

THEY'RE NOT REVIEWS, THEY'RE NOT PREVIEWS, THEY'RE CERTAINLY NOT HINTS AND TIPS. EVERYONE'S FAVOURITE PART OF THE MAG, IT'S...FEATURES!

### 022 SOUL CALIBUR 2

NOONE, BARRING BRAVE DREAMCAST OWNERS AND FOOLISH ARCADE-GOERS, HAS PLAYED THE SOUL SERIES FOR SEVERAL YEARS...UNTIL NOW.

### 042 DESTRUCTION DERBY 4

WHO DOESN'T LOVE SMASHING SHIT? AND WITH THAT IN MIND, WE'RE LOOKING AT THE LATEST IN A SERIES CLOSE TO THE HEARTS OF PLAYSTATION OWNERS.

### 088 CHASING THE CINEMATIC

PSW INVESTIGATES THE GROWING TREND FOR CINEMATIC GAMING. WHAT IS WITH THAT ANYWAY?

## SOLUTIONS

IS THE DEVIL MAKING YOU CRY? IT'S OKAY, WE'VE SHED THE TEARS FOR YOU, IN OUR DEVIL MAY CRY 2 GUIDE.

### 074 DEVIL MAY CRY 2

### 081 GTA: VICE CITY

### 086 MINI TIPS

## BROWSER

ALL THE STUFF THAT JUST DOESN'T WANT TO FIT ANYWHERE ELSE!

### 092 DVD RELEASES

SCREAMING AND ANIME. IT'S DVD-TASTIC.

### 095 INCOMING!

RELEASE LIST AHOY.

### 096 COVER DVD DETAILS

JUST IN CASE YOU'RE RELUCTANT TO COMMIT TO GETTING UP AND PUTTING THE DVD IN THE PS2 WITHOUT KNOWING WHAT TO EXPECT FIRST.

### 097 CHARTS

FOR THOSE WHO ARE VICTIMS OF FASHION. OR, IF YOU'RE JUST INTERESTED.

### 098 NEXT MONTH

SILENT HILL 3 AND AN AUSTRALIAN METAL GEAR SOLID KILLER? YOU'LL HAVE TO WAIT. IN FACT, DON'T EVEN BOTHER TURNING TO PAGE 98 UNLESS YOU JUST LIKE TO SEE CLOSURE.





022

**SOUL CALIBUR 2**  
Party at Mitsurugi's place.

## PSW CONTENTS

ISSUE 11



**008** THE HULK He's big, green, and coming soon.



**030** RESIDENT EVIL: Dead Aim - great name, interesting game.

### GLOBAL

IT'S THE ANTICIPATION THAT FUELS THE GAMING MEDIA. AND IT'S THIS SECTION THAT FUELS EVERY ISSUE OF PSW. WE ALL KNOW HOW MUCH MORE EXCITING WAITING FOR A GAME CAN BE, ESPECIALLY IF IT'S, SAY, THE GETAWAY.

- 008** THE HULK
- 009** WORMS 3D
- 010** JAK 2
- 011** MEDAL OF HONOR: RISING SUN
- 012** ONIMUSHA - TWO NEW GAMES!
- 015** RUGBY 2004
- 018** FINAL FANTASY X-2

### PREVIEWS

LONG-TERM BUDGET-CONSCIOUS GAMERS SHOULD LOOK NO FURTHER THAN THIS SECTION FOR HELP WITH THEIR FORWARD PLANNING. YOUR STORE'S SHELVES ARE SIMPLY ITCHING WITH ANTICIPATION FOR THESE BEAUTIES.

- 030** RESIDENT EVIL: DEAD AIM
- 032** SPLASHDOWN 2
- 034** XENOSAGA
- 036** TAK
- 038** TOMB RAIDER: ANGEL OF DARKNESS
- 040** MACE GRIFFIN: BOUNTY HUNTER
- 041** ENTER THE MATRIX

### REVIEWS

SURE, YOU USE REVIEWS TO ASSIST WITH THE DECISION OF PURCHASING OR RENTING GAMES, BUT REVIEWS ARE ALSO SOME OF THE MOST CAPTION-HEAVY PAGES OF THE MAG, AND THAT, IN GENERAL, IS A GOOD THING.

- 050** TOM CLANCY'S SPLINTER CELL
- 056** SHINOBI
- 058** ISS 3
- 059** VEXX
- 060** DARK ANGEL
- 060** BEN HUR
- 061** MYSTIC HEROES
- 061** G1 JOCKEY 3
- 062** DEF JAM VENDETTA
- 066** JURASSIC PARK: OPERATION GENESIS
- 068** PRIDE FC
- 069** GALERIANS: ASH
- 070** DAKAR 2
- 070** ZAPPER
- 071** PLATINUM: FINAL FANTASY X
- 071** PLATINUM: GT CONCEPT TOKYO-GENEVA



**XENOSAGA** A game with adventure and intrigue.



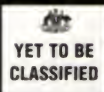
DRIVEN BY PURE LUST  
FRIGHTENINGLY BEAUTIFUL  
MEN DROP AT HER FEET



PC  
CD



PlayStation 2



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# PSW WELCOME



## EDITORIAL

**EDITOR**  
Jackson Gothe-Snape  
<jackson@next.com.au>  
**ACTING ART DIRECTOR**  
Charlotte Fish

## ADVERTISING

**GAMING GROUP MANAGER**  
Joel Graham  
<joelg@next.com.au>  
**PRODUCTION CO-ORDINATOR**  
Natalie Pedler  
<natalie.pedler@next.com.au>  
Ph: 02 9699 0333  
Fax: 02 9310 2012

## MANAGEMENT

**CHIEF EXECUTIVE**  
Phillip Keir  
**FINANCE DIRECTOR**  
Theo Fatseas  
**NATIONAL SALES DIRECTOR**  
Sue Ostler  
<sue@next.com.au>  
**OPERATIONS DIRECTOR**  
Melissa Doyle  
<melissa@next.com.au>  
**CIRCULATION DIRECTOR**  
Rob Morey  
<robm@next.com.au>

## CONTRIBUTORS

Daniel Staines  
Timothy C. Best  
Vanessa Morgan  
John Dewhurst  
March Stepnik  
Steven Williams  
Gary Cutlack  
Mikey Foley  
Richard Melville  
Simon Singleton  
Lee Nutter  
David Wildgoose

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## EDITORIAL

### AND LIKE THAT, HE'S GONE. DAVID "THE WILD GOOSE"

Wildgoose has indeed left the building, ending his brief reign presiding over Australia's only, and therefore best (but also worst - hmm...) independent PS2 mag - the PlayStation World you're holding in front of you. His departure means my arrival, your mildly enthusiastic, friendly new neighbourhood editor. So, effectively, I'll be the new guy that writes all those funny comments in brackets marked "-Ed."

The change in editor symbolically occurs at the dawn of a new era in the life of the PS2. With more than 700 000 Australian owners, the following years should see the advantages of a massive user base bear fruit more than ever before. Developers want

to make games for PS2, and we want to play them. Match made in heaven eh?

The coming years will also see the birth of the online revolution. While it's easy to be skeptical (yes Australian broadband sucks) new videogaming experiences await, thanks to peripherals like the headset, and massively multiplayer virtual environments.

So, there's plenty of life in the good old oversized black book-end yet. Still, it's difficult to resist looking to the future, and that of the next PlayStation. What shape will it take, and what new capabilities will it hold? No one's sure, but when the lid is finally lifted, PSW will be there. Join us?

/ JACKSON GOTHE-SNAPE



OUT NOW

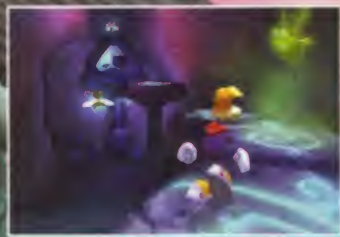
# RAYMAN 3

HDLUM HAVOC™

NO ARMS...

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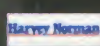
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# GLOBAL

HE'S MEAN, HE'S GREEN AND HE'S COMING TO A SCREEN NEAR YOU.

## GLOBAL this month...

- |    |                         |
|----|-------------------------|
| 10 | Worms 3                 |
| 11 | Jak & Daxter 2          |
| 12 | Two new Onimushas       |
| 15 | Rugby 2004              |
| 18 | Final Fantasy X-2       |
| 21 | Australia's Most Wanted |



ALAS POOR YORICK Hulk's Shakespeare workshop was going rather horribly wrong.



HULK SMASH! "Me so strong, me can break glass and everyfink!" Hmm.



HULK POUND! "Also, me have crafty sideline in demolition company."

## HULK ON THE RAMPAGE

WATCH AS THE WORLD GROWS TO GIANT SIZE AND BUSTS ITS TROUSERS FOR THE NEW HULK GAME.

### GREEN EYED MONSTER

YOU LOVED THE RECENT TRAILER, YOU'VE WEPT CRYSTAL tears over his childlike yet brutish existence... now it's time to be the Hulk in the new game based on the movie. In case you've only just arrived on our fair planet, here's the Hulk story: nerdy doc Bruce Banner is fooling around with gamma rays when he's subjected to a powerful blast. When he recovers, it turns out that he's liable to turn into a cross between Shrek and the Rock when he gets angry. Understandably, lots of other people don't want this to happen. Cue drama. The title will take advantage of Bruce Banner's transformation into ol' Jade Jaws by having you play both as the timid Doctor and the not-so-timid Hulk.

You'll be on the run from the Leader, a sinister maniac who is intent on harnessing the Hulk's gamma power to create an army of mean green monsters. Banner will be able to use his intelligence to solve puzzles and sneak around, desperately trying to find a cure for his Jekyll-and-Hyde disorder. When he inevitably fails, the Hulk can take care of all the ultraviolence.

The brute will have 25 moves in total, and we're sincerely hoping that the hammer-swinging tank sequence from the movie trailer finds its way in there somewhere. Nearly everything you encounter as the Hulk can be destroyed or used as a weapon... Including trucks and other vehicles. If all this sounds like a bit of overkill, don't forget you'll have the whole army after you. Not to mention gamma-ray mutated enemies like

Rampage and Half-Life. (Yes, we know they're names of games too; start your conspiracy theories now.)

Eric Bana, who plays Bruce Banner (surely more conspiracy?) and others from the new Hulk film will be lending their voices to the spree, but not everything in here has been based round the movie. Rather than going for the usual real-as-we-can-get-it look that's so common for superhero games, Hulk is taking a slightly more stylised route. We hesitate to use the term cel-shading as there are no actual black lines round the characters, but there's definitely a cartoonish tint to the graphics which will hopefully serve to emphasise the emerald one's glory. The game will be turning up around June, when the film hits the screens. We go wait now. Feel tired... must sleep...



PLEASE RELEASE ME "I've told you before, we can't be more than friends."



HULK FALL DOWN! Whoops. Earth's mightiest mortal comes a cropper.



DON'T SAY YOUR GREENS Or you may turn out like this gamma monstrosity.





**HULK PRESAGE EVERY ACTION WITH STATEMENT!**  
Well, he did in the comics.



**BRAWLER OR BAWLER?** Given the Hulk's childlike nature, he blubs a bit.



**GAMMA QUADRANT** A US Military laboratory, and therefore sinister.

## HULK HISTORY

**NO ENTERTAINMENT MEDIUM IS TOO BIG FOR THE GREEN BOGEY OF DEATH. HERE'S HIS INCREDIBLE JOURNEY BEFORE HE ENDED UP ON PS2.**



**1962 / FUNNY BOOKS!**

A bad start, as post-war excitement rationing means the Hulk is grey to begin with. Plots change, superheroes cross over. Grown men run in fear.



**1978 / TELLY!**

Despite upping the psychological drama, nobody is impressed by a wrestler with a fright wig, covered in green paint. Three rubbish TV movies result.



**2003 / MOVIE!**

Finally, the Hulk gets the treatment he deserves. An all-CGI Hulk takes on the US Army. Thanks to director Ang Lee, no tank is left unsmashed!



**CLOSE ENCOUNTERS OF A VIOLENT KIND** Load up for strategic blasting.

## FIGHTING FOR LIFE

**ARNIE'S NEMESIS MEETS WEAVER'S DOWNFALL IN ALIENS VERSUS PREDATOR: EXTINCTION**

**FACE-HUGGER**

AS BIG FANS OF THE ALIENS MOVIES, WE HAD HIGH HOPES for the rather tasty looking space shooter *Aliens: Colonial Marines*. Then, much to our annoyance, development was canned for reasons unknown. Still, you can't keep a good Xenomorph down it seems, because bursting forth from the rotting chest of *Colonial Marines* comes *Aliens Versus Predator: Extinction*, and now we can't wait for that one either. How fickle.

Rather than going for the all out blast-fest approach however, *Extinction* requires you to don your thinking cap as the game follows a much more strategy-based leaning instead. Choosing from one of the three races available – Alien, Predator and Marine – it's up to you to cleave your way through 21 single-player missions of frantic tactical combat in a last-ditch attempt to rid the galaxy of the other two. You know the sort of thing: move Predator here, fire gun there, hug face over there – real-time strategy at it's finest.

As you progress you'll be able to upgrade your armies with new and improved weapons and abilities. For example, you might start off with a squad of poorly armed, lowly marines but a few battles later and they'll all be armed with hydraulically powered, twin mini-cannoned armed Exo-Suits. Each species also has a unique way of fighting, with Predators relying on stealth and Aliens tending to attack en masse, so you'll have to alter your tactics accordingly.

Although there's no clear link to any particular movie, the creatures in the game should be immediately recognisable to fans. That's not to say there won't be a few surprises on offer, with new units such as the Predator Hydra and the particularly gruesome sounding Alien Ravager providing ample combat thrills. If all goes well, this could turn out to be a real shot in the arm for the under represented PS2 strategy roster. Find out when *Extinction* is released later this year.



**DEAD AS A DODO** As *Extinction*'s name suggests, a lot of killing's involved.





# ANOTHER CASE OF WORMS

THE PERFECT PARTY GAME RETURNS. BUT WILL IT RETAIN ITS CHARM IN 3D?

■ SEGMENTED

**TURN-BASED STRATEGY HAS ALWAYS** had a hard time of it. Endless reams of stats, hexagonal grids, and lots of waiting while other players or the CPU have their go is hardly the sort of stuff to spearhead videogaming's assault on the mainstream. Until Worms, that is.

Replacing all the above mentioned nerdy toss with a clutch of comedy critters, a selection of ludicrous weapons (the old granny, anyone?) and a simple pick-up-and-play ethos

meant Team 17 had a surefire winner on their hands. But it's been a while since a Worms title had us glued to our PSones, so how has the formula been spiced up for its PS2 debut?

For a start, it's out with the side-on 2D view and in with a formidable 3D extravaganza. You can switch to first-person mode to aim, a birds-eye perspective for tactical considerations, or just stick with the default over-the-shoulder camera. Landscapes are still randomly generated and completely destructible, while as ever the

emphasis is firmly placed on multiplayer battles. A deeper single-player mode is promised, with a mix of special challenges and unlockable extras high on the list of features set to offer replay value.

Elsewhere, potentially interesting additions such as varied weather effects and all-new weapons pale in comparison to the basic concept of Worms in 3D. Just how is it going work? How different is it going to be? These are the kinds of questions we'll be asking come its projected November release.



WORMS AND GUNS Will the novelty ever wear off??



**SHE'S TURNED!** The cross couldn't stop em.



**HERH HERH** The X-Files Innuendo steps over the line.



**NUDIE RUN GONE WRONG** Call the FBI.

# RESIST, SERVE

LATE 90S TV SHOW IN 'STILL AROUND' SHOCK

■ BUT WHERE'S T.1000?

**THE WANDERINGS OF MULDER AND SCULLY** through the best and (mostly) the worst of America had to come to PS2 sooner or later. Later seems to be the operative, as The X-Files: Resist or Serve time travels back to a time in the series when Agent Mulder was still a main player.

Set in the midst of the seventh season of the X-Files, the last prior to Mulder becoming an enigma, this traditional survival horror game sees players take control of either Fox or Dana as they venture through three separate episodes. Screenshots ably demonstrate that the likenesses are

very good for the two stars.

In-game Mulder will lean towards a more aggressive, Resident Evil style survival horror, while Scully will play more of a puzzle solver. The now infamous scene that we saw in pre-release code for Resist or Serve is the autopsy. Here Scully must remove the kidney of a recently deceased man (!) and extract some greenish fluid from it (!!). All this is actually accomplished by the player: the cutting, the removing, the syringing of bodily organs. Oh, the horror.

The game leans more towards Resident Evil than Silent Hill and with some way to go, Resist or Serve is worth keeping an eye on.



**WHERE'S MY WALLET?** Nice picture dufus.



**NOT THE RED DWARF** Turn the light off and back away.



# JAK COMES OF AGE

THE POINTY EARED MUTE IS BACK, BUT HAS HE LOST HIS CHARISMATIC COMPANION?



## JAK-ING IT IN

There have been rumours circulating for a while about the existence of this game, so it comes as no great surprise that Sony has at last officially unveiled the sequel to Jak & Daxter. What does arrive as something of a shock though is the game's title, Jak II. Not Jak & Daxter 2, but Jak II. Surely it was Daxter who boasted almost all of the original game's personality; indeed, Jak himself never uttered a word. Quite why the role of the faithful sidekick has been further diminished for the second outing is something of a mystery. We can't have been the only ones to like him, can we?

So, Jak II it is then. But things get

even more intriguing than that. Building on Ratchet & Clank, Naughty Dog has given Jak a much darker feel. Not only has he grown up – from a naïve, wide-eyed boy to a cynical, angst-ridden teen – but he's also discovered how to kick ass with a range of weaponry. Additionally, he's endured two years of captivity and wicked experimentation since the end of the first adventure, the result of which sees him infused with Dark Eco and capable of transforming into a Hulk-esque brute whose raison d'être is carnage on a large scale. Interesting times, indeed.

The world's all gone a bit darker, too. In stark contrast to the cutesy, cartoony locations of Jak & Daxter,

here you'll be venturing through a dystopian future world full of moody alleys and foreboding skyscrapers. And it all looks stunning – everything's just so much bigger this time and populated by a far greater number of characters and enemies. There's less of a traditional platformer vibe to the game's structure, with item collection taking a back seat to story-driven tasks. The focus on weaponry helps here as well, switching the emphasis away from jumping and more to pumping lead.

We'll have more to report post-E3, but for now enjoy the initial batch of screenshots. And who knows, maybe next month we'll be able to confirm those Ratchet II rumours as well?

# MEDAL OF HONOR: RISING SUN



FIRST LOOK!

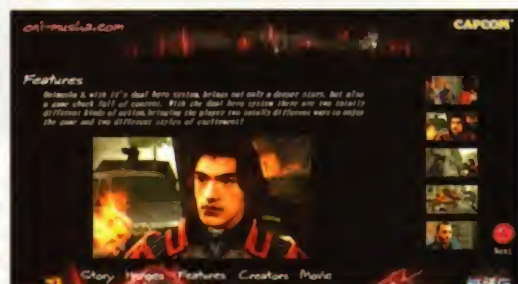
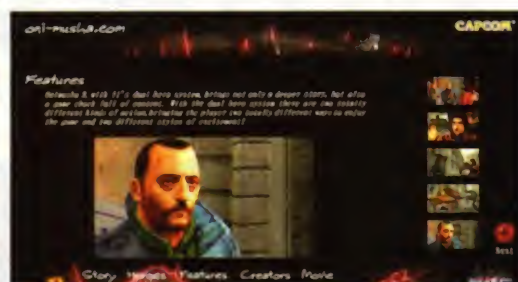
|           |                 |
|-----------|-----------------|
| TYPE      | SHOOTER         |
| PUBLISHER | ELECTRONIC ARTS |
| ETA       | NOVEMBER        |



KING OF THE HILL But who's the king? Paper, scissors, rock time.

MEDAL OF HONOR: ZIMBABWEAN HUNTER? He's certainly got the duds for it.





# ONIMUSHA'S EUROPEAN VACATION

A MYSTERY SURROUNDING TIME TRAVEL. SUCH INNOVATION!

## TWO GAMES IN ONE!

### EAST MEETS WEST AS THE PAST LINKS

future in Capcom's upcoming megaproduction Onimusha 3. Only recently announced, PSW has obtained some early details about the game's plot and some of its supposed features. Returning from the Onimusha series is our hero Samanosuke Akechi. His 1582 spiritual samurai code/bamboo-filled world is also the setting for the game, as one might expect – but, in a completely fresh move for the series, it will be joined by a totally new place and time: France 2004. The new addition involves a second playable character, Jacques Blanc, as the

game promises to alternate between the two characters' adventures. The only thing is, each has been transported to the other one's world, challenging and confronting their skills and sensibilities.

While Samanosuke's range of actions should be fairly predictable, the mystery surrounding Blanc's addition creates much of the anticipation centred on the game's release. He is confirmed to have a combat system strongly contrasting that of Samanosuke. We've got our hearts set on Cantona-style kung-fu kicks and Napoleonic rifles. Both characters' interactions with the environments are also promising, with the announcement that the backgrounds will be fully

polygonal. While the use of 'backgrounds' doesn't exactly fill the mind with images of box-crushing falls and deformable terrain, the game should lose the floaty appearance of past Onimushas.

Capcom have also strongly been pushing the story-telling features of the game. Takeshi Kaneshiro will star as our medieval hero, while veteran French actor Jean Reno will take the role of Jacques. Capcom have even (somewhat strangely) chosen to model the characters on their real-life actors, as the accompanying screens show. We imagine we'll find it hard to think of anything but Ronin when we see Reno, but we're staying positive. Although, a few car chases wouldn't go astray.

Apart from the actors, Capcom have enlisted elite Hong Kong film production professional Donnie Yen for the creation of the game's CG action. But more than any niche celebrities, PSW is wondering exactly how the two stories, and most importantly the combat systems, are to be woven together. It's fairly clear that the involvement of two playable characters instantly doubles the variety of the game, but let's just hope the game remains unified. And why the heck did they choose a French guy? Clearly a Kangaroo Jack-style talking roo from Broken Hill could have opposed the traditional Japanese hero much more effectively than a cultured Frenchman. Still, hope remains.



ALL SMILES Or, as it happens, not. I spose I wouldn't be smiling if my world was torn from me and replaced with France.



NOT A CAR CHASE Wreaking Paris havoc samurai-style. As you do.





**THE CORPSE WALKS** Come on Jacques, give us just one little smile!



**PARIS LOCALS** You should see the girls. Definitely friends of Rayman.



**I'D HATE TO BE THAT MOTION CAPTURE GUY** Such is the life of a stunt man.



**BIG UPS FRENCHIE** Poor Jean really look tired. Those feudal samurai beds just can't compare with the old Sleepmaker.



**PITY THE FOOL** That is some bad karma.



**JESUS LIVES** With a sword, and a force field.



**PSW STAFF MEETINGS** The new editor gets his way.

# ONIMUSHA BLADE WARRIORS

**ONIMUSHA OVERLOAD** AS CAPCOM CONFIRMS  
FRIENDSHIP KILLER

■ MATE SLASHER PROMISE

APART FROM THE ONIMUSHA 3 ANNOUNCEMENT, CAPCOM ALSO RECENTLY LIFTED the lid on Onimusha Blade Warriors (it's Buraiden in Japan, our region's name will probably change). Also due to hit shelves in 2004, the game promises to be a multiplayer fighting slashfest with a generous sprinkling of that noble Onimusha samurai culture. Like Onimusha 3, the game will feature Takeshi Kaneshiro as Samanosuke Akechi, as well as the late Yusaka Matsuda (of Black Rain film fame) as Jubel Yagyu from Onimusha 2: Samurai's Destiny. Details remain scarce, but we're expecting an all-action, special effect overload based on combat from past Onimushas, with a particular focus on the tactics demanded by certain environment features. Moving stages have been confirmed, while playable characters include not only the series' heroes, but also many of the games' more memorable foes. Perhaps the best feature mentioned thus far though has got to be the announcement of four-player simultaneous battles, which, we hope, will become standard in future fighting games.



**POWERFUL STUFF** We particularly enjoy that textured wood finish.





**THIS GAME'S HOT** Strangely, that's the third man on fire in as many spreads.

# INFERNO INDEED AS FEAR RETURNS

THIRD-LESBI...SORRY, PERSON ACTION RETURNING SOON

## ■ THERE'S A GAME TOO?

**AH FEAR EFFECT.** IF THERE WAS ANY ONE GAME THAT YOU'D like to see more of, it'd be this one. An unashamed play on lesbian hotness, the first two Fear Effects have, for all practical purposes, been unremarkable. Sure, they've been deliberately artistic, but in a games industry that is...well, immature (boobies!), they have been known only for their blatant sexual novelty. Still, no doubt publishers Eidos care not if a little extra publicity goes the way of their games –

they've certainly taken advantage of the Lara phenomenon. Fear Effect: Inferno, the latest offering, looks to be another one you wouldn't kick out of bed.

While a release date remains elusive, from what we've seen, the game retains the same graphical approach as its predecessors. The cartoon-like appearance exaggerates the artistry of the characters and environments, and, at least at this stage, looks more than a little attractive. Hana and Rain definitely return, as girls, together, hotly. Expect this honey, with any luck, later this year.



**NOT LESBIANS** This is so James Bond. That guy is definitely going to the sharks.



**IN LIVING COLOUR** Ms. leather pants tries to break into the Dulux factory.

# WIRES ON PS2 AS TIGER CROUCHES, DRAGON HIDES

ANG LEE'S DARLING OF THE INDEPENDENT  
CINEMA GETS GAME

## ■ GET THE FOX

**AFTER CONSIDERABLE DELAYS** (IT WAS originally slated for release last year), Crouching Tiger, Hidden Dragon will be coming to PS2 around September this year. If one could make any movie into a game, surely this would be it: it's got flying, fighting, an attractive Asian starlet and a noble male protagonist. And no matter how stupid that air running looks, you just know doing it yourself would be just a little bit fun.

As you can see, it's a third person action-adventure game following the film's

search for troublemaker Jade Fox. Four different characters are said to be playable (Li Mu Bai, Yu Shu Lien, Jen Yu, and Lo), with each enjoying their own weapons and styles. In particular, the player's use of the architectural environment looks to be emphasised, much like it is in the film, with your ninja climbing walls and bounding across rooftops. Yet, it's the recreation of the look of the film, including all those weightless martial arts sequences and crisp, colourful Chinese exteriors that has us just a wee bit excited. Let's just hope the delays aren't the sign of a development turmoil. We'll soon see.



**THERE GOES VICTOR #2'S MID-SECTION** She doesn't take well to the corny pickup lines.



**BUNGEE?** I said cord, not sword!



**HUMOROUS LIMBO GAG #2'S** Or, the hokey pokey.



**THE SWEEP-SLOG** Short leg never had a chance.





**POOR COACHING** Always hold the ball with two hands! Oh, and nice head.



**HE DIDN'T HAVE THE BALL REF!** But at least he has a head.

# BIG SWEATY MEN COMING HOME

YOU CAN KEEP YOUR GOOD LOOKS – RUGBY'S BACK ON PS2.

■ A BOAT-SHOE DREAM

**JUDGING BY DEVELOPMENTS OVER RECENT** year, PSW is noticing that the smaller markets' (ie: Australia's) sporting interests might finally be receiving the attention they have long been seeking. Once upon time we were lucky to receive a tacky British-centric cricket game every two years. But these days, AFL, cricket, union, and, in the near future, league, all appear to be the subjects for the regular, essentially annual releases that characterise the sporting series produced by the EAs, Segas and Konamis of the world. Still, we have yet to see a true locally-themed sporting title that can compete with the polish and precision of the Madden-style American sporting extravaganzas.

Rugby 2004 is the latest title to cater to our unashamedly quirky tastes (mmmidgets!), and PSW was there to check out the first ever preview of the game in Sydney recently. There is still some work to be done ahead of its September launch date, but the game definitely looks to hold considerable potential.

Certainly, from what we know about the game, EA seem to be having the buzz figures sorted. Firstly, they've obtained the national licenses of the rugby boards

of Australia, New Zealand, South Africa, England, Scotland and France (but, alas, no Russia), ensuring a high degree of realism through continued cooperation with these particular bodies. In total, the game will include some 20 international sides as well as every Super 12 and top-level domestic European rugby club, all with their relevant competitions. In total, some 1500 players should feature, as well as an astonishing 75 stadiums. Perhaps best of all though, Gordon Bray will be heading the commentary team.

So, EA have got authenticity - on paper at least - well covered. How things go out on the grass though is another matter. Rest assured though, as the development team have kept an eye on other sporting games in the market, with the intention of utilising any features from which they feel the game could benefit. After chatting to one of the guys on the team during the preview event, PSW discovered that our beloved Master League from the Pro Evolution Soccer series will feature in Rugby 2004 in some kind of form. Rah rah to that.

Whatever the case, with the game timed for a release ideally prior to the World Cup, stinker or spectacular, Rugby 2004 is destined for time in tens of thousands of PS2 drives around the country. Fingers crossed it's a gem.



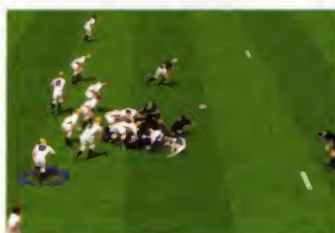
**OH YEAH** Poor ginger's got left out of the fun.



**MISSING LEFT** Simply too much bend.



**SOME GOALPOSTS** Where's Wally Twickenham.



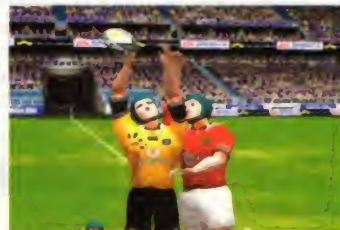
**TEXTBOOK** Such splendidly mown lines.



**TSK TSK GREGAN** Georgey's behind the play.



**ON THE BOLT** Please! No more anal cranium penetration!



**WATER-POLLO HITZ 20-03** The pool filter's malfunctioning.



**HOW MANY...** Boofheads does it take to change a lightbulb?





**NIGHT CLUB** Daredevil will fit right in on the PS2. He's very stealth-minded.



**DARE LEVEL** Expect to be spending plenty of time on the rooftops.

# BLIND LUCK

DAREDEVIL FUMBLES ONTO THE PS2. THEN TRIPS OVER THE CONTROL CORD.

## LOVE AT SECOND SIGHT

DAREDEVIL THE GAME IS BASED AROUND AN ORIGINAL storyline that has our horned hero scouring New York for close buddy Foggy Nelson (played in the movie by Jon Favreau), who's been kidnapped by goons unknown. While this rumbles towards a resolution, the Red Devil must also attempt to solve the death of crime overlord Kingpin, a murder he suspects old flame Elektra might be responsible for. Over the course of this moody comic-book adventure, Daredevil bangs heads with Bullseye, who brings his ability to turn everyday objects into lethal weapons to bear on the situation.

In case you missed the movie, the 'thing' with Daredevil is that he's blind with incredibly sharp extrasensory abilities. In a daring attempt to simulate this wonky state of affairs, *Daredevil's* developer has come up with the Shadow Mode, an intriguing gimmick that allows players to see bullet vortexes and follow scent trails. This, in conjunction

with his trusty cosh-come-grappling-hook, should be enough to save Foggy's pudgy little ass. If it isn't, it's nobody's fault but your own.

The game itself is ultra quick with its emphasis divided 50/50 between close-quarters combat and high-risk aerobatics. On the rare occasion when the Daredevil isn't running through his rhythmic gymnastic routine, popping cartwheels and shoulder sockets in equal measure, he's at ground level, being really quiet under the shadow of a run-down tenement block. For this is the part of the news story when we introduce the 'strong stealth element'. Sorry folks.

Like the movie, *Daredevil PS2* is dark and moody, so spray a dollop of WD-40 on those contrast knobs and prepare to lean forward slightly and squint. These early shots are full of promise nonetheless, but will *Daredevil* have the clout to make us reconsider our natural weariness towards big-name movie tie-ins? We sure hope so.



**AFFLECK-TED** Please be better than the film.



**ELEKTRIC** Sexy but also very hard.

## FEELING HORNY?

DON'T KNOW YOUR DAREDEVIL? BONE UP WITH OUR BEGINNER'S GUIDE.



### DAREDEVIL

By day he's Matt Murdoch, a high-flying lawyer with a white cane who makes up for his blindness through his quick mind and intimate knowledge of the legal system. By night he's the Daredevil, an athletic superhero with hyper-acute senses.



### ELEKTRA

A highly trained martial artist who patrols the Hell's Kitchen district of New York looking sexy and lightly bruising bad people, Elektra is the daughter of a wealthy businessman, who – in the movie at least – is killed by hired gun Bullseye.



### KINGPIN

The designated cigar-chomping villain of the piece, the Kingpin is responsible for just about everything evil that occurs within the Daredevil's sphere of influence. Interestingly, the game opens with the death of this balding XXXXL crime monger.



### BULLSEYE

AKA the Blue Peter Assassin. Bullseye has grown so tired of traditional killing techniques he's taken to inventing a few of his own. He'll find a way to take you out with anything, be it a playing card, a paperclip or a bucket of wet fish.



# MORE HAIRY FEET LOOM

FIRST GLIMPSE OF **FRODO'S GREAT UNCLE** BEFORE THE WAR

## A HOBBIT HISTORY LESSON

### THE HOBBIT IS THE LESSER KNOWN

Tolkien epic, brought to the PS2 by Sierra, with much of the story's child-like sensibilities intact. The game features Bilbo Baggins as he journeys with Gandalf and the 13 dwarves to the battle of five armies. PSW was amongst the first to see and play The Hobbit at a recent press event in Berlin.

The Hobbit, more than any other game, looks like Zelda: Ocarina of Time, an inspiration the Sierra team is more than happy to acknowledge. The bright, primary coloured visuals, the simple world and acrobatics of the star character were all shown in the demo. What we aren't likely to see is the kind of open-ended gameplay and freedom of choice that Zelda has.

The game features some fine controls in a 3D environment, bringing something

genuinely new to the pitch. Most notable was the section where Bilbo jumped between adjacent vines hanging from a cave roof. Far from a chaotic 3D mess, the character actually helps by extending his arm when he's facing the right direction -

surprising and encouraging.

Heavy on the jewel collecting, baddy swatting, The Hobbit looks like good honest fun for adventure fans. Let's hope it doesn't end up like Fellowship of the Ring, eh?



**MAGIC ORB KEEPY UPS** Bilbodinno has arrived!



**THE CHEST!** It's behind you, fool! Nice eyebrows by the way. And my, what a weapon.



**BILBO'S LOCAL HAUNT** Generally full of dogs. Cool decor though. Boom tish.

# TIMELY SANDS SEE PRINCE RETURN

LIKE SANDS THROUGH THE HOURGLASS, SO ARE THE **PRINCES OF PERSIA**

## SWORDS AND SHIT

### THE PRINCE OF PERSIA, HE WHO DARED

adventure alone in a dangerous world with such little regard for the future of his kingdom in wait is, apparently, still fighting. It's been more than a decade since his original kick around through those sandy temples, but Ubi Soft still think there's life left in him. So much so that they've announced that a new Prince of Persia, Sands of Time, is in development, and looking at a release late this year. As you can see, they designer have already engineered some mighty environments, and hopefully, if they can recreate that slicing/jumping joy of previous iterations they could be onto something.

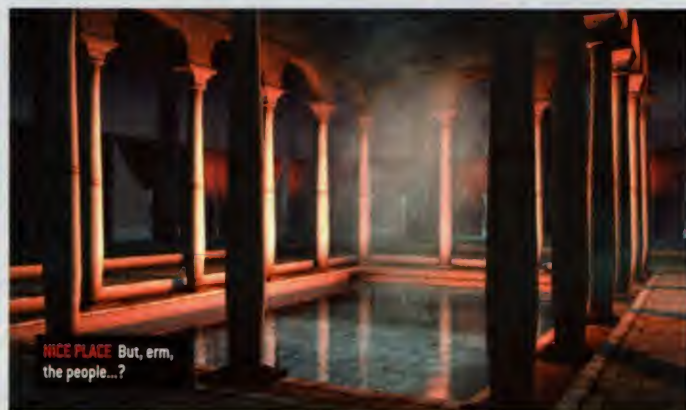
Ubi Soft certainly appreciate the quality of the original, as they have

enlisted the help of Jordan Mechner, the creator of the series, who will work in tandem with the same Montreal studio behind the glorious Splinter Cell. Fine pedigree indeed.

Serge Hascoet, editor in chief at Ubi Soft Entertainment said about the team they've set up: "They're creating rich characters, white-knuckle action, and a plot with more twists than the exotic, elaborate castle featured in the game. We're thrilled to move forward with the legendary Prince of Persia brand and eagerly await the launch of the next masterpiece from our world-famous Montreal studio."

The story involves you, as a Prince, unleashing a mystical ancient force known as the 'sands of time' after being fooled into using a magical dagger. Whatever. Persia us up already!

**YOU DON'T NEED NO ALBI**  
And I thought Gladstone  
Small was bad.



**NICE PLACE** But, erm, the people...?







**OL' BLUE SKIN IS BACK** Kimhari makes a return.



**HELLO LADIES** The emphasis this time is on action.



**NICE TO SEE RIKKU** Look! She's back and in an all-new extra revealing costume too. Who says you can't improve on perfection?



## X APPEAL

MORE GAMING DETAILS EMERGE WITH THE RELEASE OF THE NEW FINAL FANTASY 'TEN-TWO' TRAILER

### ■ WELL DRESSED

**IF YOU HAPPENED TO BE IN TOKYO AROUND** March chances are you were accosted by an enormous queue of patient, Japanese schoolboys. It's nothing to do with police investigations into East Asian music tours by British rock stars – it's actually all down to the recent release of *Final Fantasy X-2*, and the staggering million in its first day sales figures. It's coming here later rather than sooner, but that doesn't mean we shouldn't get excited.

Set two years after the original, *FFX-2* sees a much more energetic Yuna, now free of her duties as a Summoner, set out in an attempt to discover what happened to her sweetheart Tidus who, you'll remember, was last seen disappearing in the conclusion to *FFX*. Also returning for the ride is the impish, gadget-fixated

Rikku, while 18 year-old Paine – a particularly fine looking leather-clad brunette – provides the necessary fresh blood as a feisty femme fatale with her own secret role to play. Whether there are any other playable characters though remains to be seen, but you can expect to see familiar faces such as Wakka and Kimhari making a return, along with a rumoured appearance by Lulu, now pregnant with Wakka's baby!



Despite the initial reports that *FFX-2* was to be more of a platform experience, the gameplay remains very similar to *FFX*, with Yuna only able to jump between platforms at specific points during the game. In a big change to the original however, *FFX-2* now promises a



**NICE PIES** According to the pie eater on the right.



**SHIP AHOY** Oops, looks like we missed our ride. When's the next giant red flying ship due around here?





**INTER-ACTIVE!** See the story change before your eyes!



**WHAT TO WEAR** Changing costumes, FFX-2 style.



**PAINE'S COMING** And with a sword that size, who's arguing?

much less linear story than before thanks to the new 'Mission Select' option, that allows you to pick the order in which certain scenarios are played, and 'Active Link' system that subtly alters the plot depending on your actions to ensure the storyline remains seamless throughout.

The biggest changes by far though are to the random battles (yes, they're still part of the game we're afraid), which have been redesigned to provide an even faster, more interactive experience. Most important of these improvements is the 'Dress-Up' system, which allows your characters to change costumes mid-battle, with each costume offering a different set of skills and

abilities. It's not a new system (it's similar to the job system fans will have seen in *Final Fantasy V* and *Final Fantasy Tactics*), but it looks to add a subtle new layer of tactics to the combat along with a dazzling new range of graphically outstanding outfits.

The English version has yet to get a release date, but with the previous game doing so well over here it's a dead cert, so on past Squaresoft form we're expecting the US to get *FFX-2* this winter with the PAL version appearing sometime towards December. In the meantime, savour these screenshots and experience all the lovely Yuna goodness yourself. We'll have more soon once we've sampled the Japanese version.



**MONSTER MUNCH** With those red eyes and that shiny black armour, we're guessing he's an evil bad guy.



**MAX PAIN** The real time combat will please Kingdom Hearts fans.



**VILLAGE IDIOT** Max has to rebuild shattered towns.



**DUNGEONS AND DRAGONS** Dark Cloud 2 has them both.

## DARKNESS CLOUDS OUR SCREENS

DON'T BE SCARED – IT'S ONLY DARK CLOUD 2 TRYING TO MAKE TOWN PLANNING COOL AGAIN.

■ SILVER LINING

**DARK CLOUD 2, THE SEQUEL TO ONE OF SONY'S** original PS2 role playing games, is on its way. But don't think that nothing's changed since that first title. The whole thing's been given a complete makeover, in fact. Yes, there's cel-shading, but no, it doesn't mean it's necessarily the work of Satan and his little imps.

Like in the first game, you'll still be concerned with traversing ever-changing dungeons to win more resources to rebuild shattered villages. Aside from Max, the main character who wields any number of oddball weapons from wrenches to golf clubs, there's Monica, a shape-shifting female companion who can morph into any in-game monster. There's even a robot called Steve. What more do you people want? Combat is still in real-time, which will please those who enjoyed *Kingdom Hearts*, and you'll get to play an odd version of crazy, fantasy golf. Oh, and as with every decent role-player these days, there's a smidgen of time travel too.

Although the general shape of things remains the same as the first game, the ease of gameplay has been vastly improved and everything looks a hell of a lot nicer. Weapons still have to be repaired, which will doubtless be a pain, but there are no more time limits on dungeon exploration, or dying of thirst. Dungeons still recreate themselves randomly every time you start a level, so it's absolutely 100 percent impossible for you to ever, ever get tired of this game. In theory that is. Retitled as *Dark Chronicle*, it'll arrive here in early winter.





# Dialogue



THE PART OF THE MAGAZINE YOU WRITE, THEN WE TYPE IT UP IN THE CONDUIT ITC FONT AND PUBLISH IT ALL.



SOUL CALIBUR 2 Ah, I can hear that crisp clink of a block as if I'm playing now..

## / SORE THUMB DEMAND

When is someone going to bring out a good athletics game? I watch SBS' coverage of the Australian Athletics meets and all the major overseas ones and there are so many great events that would be great on PS2. Sprinting could be done by pressing buttons in a fast rhythm, and jumping events could be all about timing. And imagine the hammer throw with the two analog sticks! Please could you pass on my demand to Sony.

Kevin Cavanagh  
Mt. Druitt

Okay, firstly, there have always been athletics games around, going right back to those crazy days we call the 80s. And, believe it or not, they have all used pretty similar methods to the ones

you have described. Unfortunately, these games have always got very old very fast, and have simply not been worth the time and effort, especially considering the wear and tear your poor control pads will endure over the course of a marathon. And why only Sony...? Other companies publish games as well!

## / FINAL FANTASY FANTASY

I'm only new to Final Fantasy games (X being my first experience) and I do like them, but I don't think they are as good as everyone makes them out to be. It is definitely addictive building up your players' stats, and the different weapons are cool, but the graphics and gameplay aren't all that great. Apart from the cool cutscenes, the characters don't look all the good, and when you go into battle, you go into the same screen for each general area over and over again. It might as well be played on paper. I suppose it's to be expected that none of the enemies look like they interact with the environments, because the environments make no difference to the battles! I hope FFX-2 is better.

Andrew,  
Via email

The FF series is one of those ones that has always and will probably continue to stick close to its original formula. You could argue that in all these years, the only things that Square have added are the FMV cutscenes. Still, its legions of fans suggest that this formula is effective, and, unlike recent games like The Getaway, doesn't attempt to take on too much. And, I hate to tell you, but FFX-2 will only be...you guessed it...more of the same.

## / EIGHT PLAYER EXTRAVAGANZA

I have to tell someone about the best thing ever! My mate and I decided to buy two multitaps to play eight-player FIFA. We only had five control pads (and one was pretty badly bugged because my friend has a bad temper) but we rented three others from the video store and invited everyone round. We got

## MISCELLANEOUS CUTS

What does the S in PSW stand for?  
Anon

Sony should release PlayStation clothes.  
Aidan Carver

My girlfriend and I play PS2 together. While I use the D-pad, she likes the joystick.  
Gary Daugherty

This friend's friend of mine made his own PS2 stand out of his old PlayStation. It's pretty \*\*\*\*ing sweet.  
Dion Rowlands

How old is David?  
He looks about 16!  
Karen Holt

Coke and stayed up all night, right till dawn. It was my best gaming experience ever!

Troy Allans  
Via email

What did you expect? If two-player is a thousand times better than single player, then eight player is well off the scale. Although, Pro Evolution Soccer 2 is probably the better option if you're keen soccer gamers. Oh, and Coke will do that to you.

## / GIRLS

The pictures of all the reviewers are cool, but there aren't enough girls! I think the mag needs more girl writers. There's heaps of girls playing PlayStations now as well, so there should be some at least working for PSW.

Anonymous,  
Via email

An intimidating argument, and, if at all possible, we intend to use as many girl contributors as we can. But you just want a picture of a pretty girl, don't ya?

## / RIGGING AMW

It's always the same games in the Australia's Most Wanted section, so I'm telling everyone how to vote for one game to see if we can get it in there next issue! I reckon the game should be Resident Evil Online. So everyone, email only REO to psw@next.com.au.

Anonymous,  
Via email

Hi there. Resident Evil Online is already in the AMW chart, fool. But, just to see if there's any real weight in the suggestion, why doesn't anyone who cares email in GTA 4, for a laugh.

## / SOUL 2 CONCERNS

I used to have a Dreamcast, and played Soul Calibur religiously. The only problem is, it seems like it would be almost impossible to better. People can only remember so many moves, and adding more would only complicate the game. I hope there's plenty of unlockable stuff and maybe better interactions with the environments in SC2. It's going to be cool anyway.

Daphne Burrows,  
Taree

Well Daphne, from what we've played of SC2, it seems like it is more of the same, only much better. Heaps of unlockables and more variety in the environments make it worthwhile reliving all the glory. It has been more than a few years after all, which just goes to show how great the original SC was, and not just for its time.



SEND YOUR THOUGHTS  
TO: Dialogue, PSW,  
78 Renwick St,  
Redfern NSW 2016  
Australia.  
psw@next.com.au



HOT GIRL. Now  
that's midriff.



SCHOLESY? I didn't know Paul had a boot deal with EA.



# AUSTRALIA'S

# MOST WANTED

YOUR MOST ANTICIPATED GAMES IN ONE CONVENIENT LIST! VOTE NOW - VOTE OFTEN! EMAIL YOUR TOP FIVE TO [PSW@NEXT.COM.AU](mailto:PSW@NEXT.COM.AU)

## 1. Soul Calibur 2

Fittingly, the focus of this issue's main preview (just turn the page...) burned its way up to the number 1 AMW spot from 4th last month. Soul Calibur's lonely existence on Dreamcast means that it is the first time many will get the chance to taste the Soul glory since Soul Edge/Blade. Oh how the soul still burns. The other podium spots haven't changed since last month, and most of the other games have been seen before, apart from the last three. There's the two shooters Deus Ex 2 and Mace, and a small surprise: despite no solid news, the anticipation surrounding GT4 was too much for some, making it a conspicuous member.



■ TYPE: Fighting ■ DISTRIBUTOR: EA ■ ETA: Oct



## PSW

### HAVE YOUR SAY!

We want to know what games you're most looking forward to. Help us decide which games to cover each month! So send us an email listing the five games that have got you drooling with excitement. Each month, we'll tally up your votes and print the top ten on this page here. Tell us why you want a particular game and we'll include our favourite comments, too. One lucky entrant will win a game collecting dust on the editor's desk, so make sure you include your name and postal address. Send your votes to: [psw@next.com.au](mailto:psw@next.com.au)

## 2. Silent Hill 3



■ TYPE: Surv. Hor. ■ DISTRIBUTOR: Infogrames ■ ETA: June

## 3. Final Fantasy X-2



■ TYPE: RPG ■ DISTRIBUTOR: Sony ■ ETA: 2004

## 4. Enter the Matrix



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: May

## 5. Driver 3



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: Nov

## 6. Resident Evil Online



■ TYPE: Surv. Hor ■ DISTRIBUTOR: THQ ■ ETA: 2004

## 7. Shinobi



■ TYPE: Action ■ DISTRIBUTOR: Sony ■ ETA: May

## 8. Deus Ex 2



■ TYPE: Shooter ■ DISTRIBUTOR: Infogrames ■ ETA: 2004

## 9. Mace Griffin



■ TYPE: Action ■ DISTRIBUTOR: Vivendi ■ ETA: July

## 10. Gran Turismo 4



■ TYPE: Racing ■ DISTRIBUTOR: Sony ■ ETA: 2004



# ONE GAME TO BRAWL THEM ALL

THE DEVASTATING SOUL CALIBUR 2 TAKES ON  
VIRTUA FIGHTER 4 EVOLUTION IN THE MOST  
KEENLY-CONTESTED RUCKUS EVER  
TO BREAK OUT ON PS2.  
HOLD YOUR NOSES FOLKS.  
THIS IS GOING TO GET NASTY.





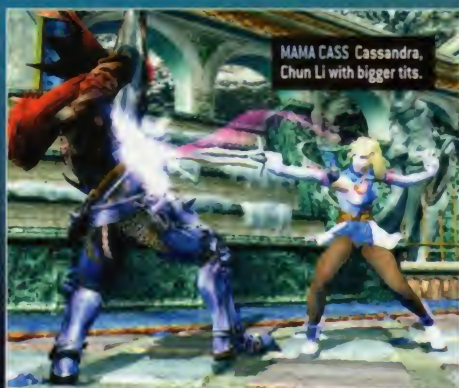


2

# Virtua EVOLUTION VIRTUA FIGHTER 4 Fighting 4

TM





MAMA CASS Cassandra, Chun Li with bigger tits.



POISON IVY Ivy remains tinged with a slight hue of kinkiness.



ROCK SOLID CREW Dig those lavishly drawn backdrops.



BE AFRAID Ivy's sword: not your average weapon.



MAKE IT SLAPPY The sequel is even faster. Oh mummy!



# SOUL TO BURN

LADIES AND GENTLEMEN, IN THE RED CORNER, WEARING A BLOODIED JOCK-STRAP MADE FROM THE EAR OF THE LAST MAN WHO LOOKED AT IT FUNNY, COMING INTO THIS CHAMPIONSHIP FIGHT WITH A RECORD OF ONE FIGHT, ONE KNOCKOUT, THE NAMCO KNEECAPPER, MR JAPANDEMONIUM HIMSELF, THE CHALLENGER, SOOUL CAAALIBUR 2.

HERE ARE THREE THINGS THAT GIVE AWAY this writer's feelings about Soul Calibur: 1) his circle of friends refer to Dreamcasts as "those dedicated Soul Calibur machines", 2) they will still compulsively challenge newcomers to Soul Calibur round robins and judge their worth by performance, and 3) years after the game was released and thousands of games later he and his friends still get excited — like school girls talking about Back Street Nature — when someone pulls out a never-seen-before move from the depths of the game.

It's perhaps the greatest fighting game to date. The play and character balance was as fine as a Shaolin monk's and every attack had at least two ways to avoid it and every block, side-step or parry led to new options.

The controls were simple. There was one button to attack with vertical strokes, one for horizontal slashes to

catch side-steppers, a kick button and, finally, there was the guard button, which, when combined with precise timing and pulling a direction could deflect an attack away leaving the unwary open to a devastating counter attack.

Players could duck attacks by dipping for a fraction of a second as the blade whistled overhead, counter counter-moves, break throws, invent new combos and shatter sloppy attacks with a well-chosen move and deliberate timing.

The characters were colourful, the moves slick, the fighting deep and the graphics were at least two years before their time.

## A NEW STAGE OF HISTORY

Namco have finally decided to grace us with the follow-up to Soul Calibur, and this time it's coming to PS2, so we won't have to buy dedicated Soul Calibur machines.

The first change that fans will notice is that Soul Calibur II moves a notch or two faster than the first game. Parrying blows is pushed a little further towards instinct and blows crash down one after another like a beach on fast forward.

The new sensation of speed hasn't been achieved just by bumping up how quickly attacks whistle through the air either; there are a host of small changes that make combat more furious and fluid.

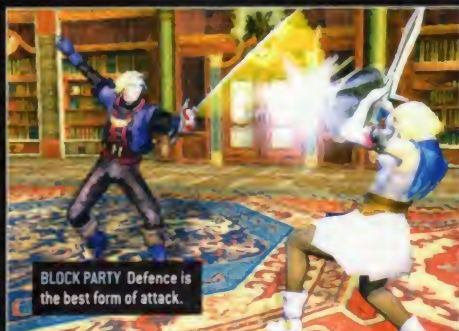
For one, the eight-way run is easier to use and is truly an eight-way run now as opposed to being the forward run and seven-way sidestep we saw in the first game.

Beyond this, motion blending will make battles dance around the screen like never before. This technology

/ PARRYING BLOWS IS PUSHED A LITTLE FURTHER TOWARDS INSTINCT AND BLOWS CRASH DOWN ONE AFTER ANOTHER /

allows the animations for attacks to be blended right into the animations for side-stepping and running. No longer will characters have to stop and set their feet to launch attacks. Nightmare will now be able to swing his sword into new positions and shift between stances all without breaking stride.

Not only does this look cool, it will allow character to dodge while attacking, or move into position under the cover of slashing swords. Motion blending also brings footwork to the fore in more subtle ways: stepping in while attacking will deliver a faster stroke than doing the same move while pulling away. As we all now from battling little sisters and Christmas shoppers, attacking on the retreat might be safe but it's hardly



BLOCK PARTY Defence is the best form of attack.





**MAXI PAYNE** For beginners without a clue, Maxi is ideal.



**RING THE CHANGES** The lack of Ring Outs forces you to fight harder and strike faster.

# >NEW CHARACTERS

## HONG YUN SUNG >



**BIRTHPLACE** // LEE DYNASTY KOREA

**WEAPON** // CHINESE SWORD

**STRENGTHS** // AGILITY, THROWS, FLOWING COMBOS. // HONG YUN SUNG HAS BEEN BROUGHT IN TO

REPLACE KUNG-FU SWORDS MASTER HWANG FROM THE FIRST GAME. HONG HAS TRAINED AT THE SAME DOJOS AS THE FAMOUS HWANG AND HE HAS VOWED TO ECLIPSE HIS IDOL.

// WHERE HWANG HAD FAILED TO GAIN THE "SWORD OF SALVATION" (SOUL EDGE HAS SOME VERY GOOD PR PEOPLE) HONG WOULD SUCCEED AND PROVE HIMSELF. HONG YUN SUNG HAS A VERY SIMILAR MOVE-SET TO HWANG WITH THE FLOWING BLADE WORK, IMPRESSIVE KICKS AND DECEPTIVE HI-LOW COMBINATIONS.

// HONG IS YOUR CLASSIC HOT-HEAD SHOW-OFF

## CHARADE >



**BIRTHPLACE** // UNKNOWN

**WEAPON** // VARIES

**STRENGTHS**

// FLEXIBILITY  
// CHARADE IS A CREATURE BORN FROM PIECES OF SOUL EDGE BEING GRASPED IN MAN'S HAND AS BANDITS CUT HIM DOWN.

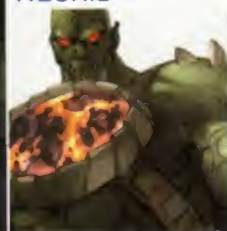
THIS POOR FOOL'S DESIRE TO PROTECT HIS "TREASURE" HAD BEEN HIS UNDOING

// MONTHS AFTER HIS DEATH THE CORRUPTION OF SOUL EDGE REBUILT A BODY AND SET OUT TO SEEK THE OTHER FRAGMENTS, NOW IT READS THE MINDS OF ITS FOES AND TURNS THEIR MOVES BACK UPON THEM

// INTERESTINGLY, SINCE THERE HAVE BEEN SOME INFERNO SIGHTINGS IN THE ARCADES, IT WOULD BE A GOOD BET THAT ONE OF CHARADE'S COSTUMES ACTUALLY LETS YOU TAKE ON THE INFERNO PERSONA.

// CHARADE IS THE FORMLESS ENERGY FORCE OF THE GAME

## NECRID >



**BIRTHPLACE** // NOWHERE GOOD

**WEAPON** // VARIES

**STRENGTHS**

// FLEXIBILITY, DEMONIC POWER  
// NECRID IS AN INTERESTING BEAST.

LOOKING FOR SOME BIG-

NAME TALENT TO ADD VARIETY TO THEIR STABLE, NAMCO ENLISTED THE AID OF THE COMIC BOOK ARTIST WHO CREATED SPAWN, TODD MCFARLANE, TO CREATE A NEW MONSTROSITY AND NECRID WAS THE RESULT

// HE'S LARGE, REPTILIAN AND NASTY. NECRID REPLACES THE LIKES OF INFERNO AND EDGEMASTER AND SEEMS ABLE TO CREATE WEAPONS OUT OF GREEN, CRACKLING FORCE AND BORROWS MOVES FROM SEVERAL CHARACTERS AND WELOS THEM TOGETHER WITH THUNDERING THROWS.

// NECRID IS A COMBINATION OF POWER AND FEROCIOUS SPEED WRAPPED IN A DEMONIC FORM

## RAPHAEL SOREL >



**BIRTHPLACE** // FRANCE

**WEAPON** // RAPIER

**STRENGTHS**

// SPEED, REACH  
// RAPHAEL IS A DECADENT FRENCH NOBLEMAN WHO HAS LOST HIS MARBLES WITH HIS FORTUNE. HE WANTS THE SOUL EDGE TO

THROW IT TO THE REST OF THE FRENCH NOBLES SO THAT THEY WILL DESTROY ONE ANOTHER WITH IT SO HE CAN SHOW A YOUNG PEASANT GIRL A BETTER LIFE. WHATEVER FLOATS HIS BOAT

// RAPHAEL IS FENCER WHO USES SPEED AND FAST FOOTWORK TO CONTROL OPPONENTS WITH A SERIES FAST JABS AND QUICK SLASHES. IF HE CATCHES OPPONENTS FLATFOOTED RAPHAEL CAN MAKE SHORT WORK OF THEM

// RAPHAEL IS THE DECADENT BUT DEADLY FOP OF THE GAME

## CASSANDRA ALEXANDRA >



**BIRTHPLACE**

// OTTOMAN EMPIRE

**WEAPON** // SHORT SWORD AND SHIELD

**STRENGTHS**

// STRONG DEFENCE, POWERFUL SHORT AND LONG ATTACKS

// CASSANDRA IS THE

REPLACEMENT CHARACTER FOR SOPHITIA IN THE ARCADE VERSION OF THE GAME. THE STORY GOES THAT SOPH HAS RETIRED TO RAISE A FAMILY AND HAS HANDED HER OMEGA SWORD AND SHIELD ON TO HER YOUNGER SISTER TO KEEP UP THE GOOD FIGHT

// CASSANDRA, LIKE HER SISTER, COMBINES VERY POWERFUL LONG RANGE MOVES (LIKE THE HUGE UPPER CUT THAT STARTS BEHIND HER LEGS AND GOES RIGHT UP BEHIND HER HEAD) WITH AN ARRAY OF VERY SHORT AND PUNISHING ATTACKS (LIKE HER SPINNING KNEE KICK). HER SHIELD ALSO GIVES HER SOME SOLID DEFENSIVE COUNTERS FOR WHEN ENEMIES GET IN BETWEEN THE RANGE OF HER BEST ATTACKS  
// CASSANDRA IS YOUR CLASSIC SHIELD MAIDEN

## HEIHACHI MISHIMA >



**BIRTHPLACE** // JAPAN

**WEAPON**

// WHO NEEDS THEM?

**STRENGTHS**

// SPEED, STRENGTH, LONG COMBOS

// ANYONE FAMILIAR WITH NAMCO'S OTHER BIG NAME FIGHTING GAME, TEKKEN,

WILL KNOW HEIHACHI FROM HIS WINGS OF SILVER HAIR, WOODEN SANDALS AND HIS IRON FIST STYLE OF KARATE

// FOR PEOPLE WONDERING HOW AN UNARMED CHARACTER WILL FIT INTO THIS WEAPON FIGHTING GAME, FEAR NOT. HEIHACHI IS A VERY ANGRY OLD MAN AND THE LIGHTNING SHEATHING HIS FISTS MUST MAKE UP FOR SOMETHING. HE COMBINES STRENGTH, SPEED AND POWER WITH DEVASTATING COMBOS AND ONLY REALLY LOSES OUT ON REACH. EXPLAINING HOW THE BIG H HAS TRAVELLED BACK IN TIME FOUR AND A HALF CENTURIES MIGHT BE INTERESTING, HOWEVER.

// HEIHACHI ENTERS THE GAME AS THE GRUMPY OLD MASTER

## TALIM >



**BIRTHPLACE** // PHILIPPINES

**WEAPON** // ELBOW BLADES

**STRENGTHS**

// SPEED, STRENGTH, LONG COMBOS

// TALIM IS ONE OF ONLY THREE TOTALLY NEW

CHARACTERS WITH RAPHAEL AND NECRID. SHE HAILS FROM A VILLAGE OF A WIND DEITY AND SHE IS DRAWN TO FIGHT THE EVIL OF SOUL EDGE WHEN THE WINDS CARRY HINT OF ITS CORRUPTION

// ALTHOUGH SHE'S THE GAME'S TOKEN TEENAGE GIRL AND TINY TO BOOT, TALIM SHOULDN'T BE UNDERESTIMATED OR THOUGHT OF A JOKE CHARACTER NO MATTER HOW BIG HER EYES ARE. SHE IS LIKE MAXI IN THAT HER AWESOME AND QUICK COMBINATIONS ARE HER GREATEST STRENGTH BUT ALSO HER GREATEST WEAKNESS AS THEY CAN BE EASY TO LAUNCH INTO AND HARD TO GET OUT OF

// TALIM IS THE GIRL WITH HIDDEN STRENGTHS





**IVY TREATMENT** The list of combos is almost endless.



**NO CAPTION REQUIRED** Voldo's at it again.



**POLE POSITION** You need to get close in to fight Kilik.



**GET A MOVE ON** Only our DVD footage can do the game justice.



> the ideal method for generating powerful strokes.

The final addition to the mobility of the characters will be the ability to parry blows while running. Skilled opponents will now be able to charge around the field exchanging blows like characters in blinding anime action sequences.

#### LIKE RIDING A BIKE

Namco has made sure that all of the controls and moves follow an almost identical pattern to the first Soul Calibur. Players familiar with the first will be able to leap right into things, although some of the spectacular new throws or new unblockable moves just hiding under the surface are sure to pleasantly surprise you.

The game has been rebalanced for the sequel, with several configurations coming out in the arcades and Namco say they are going to rework the balance all over again for home users.

Once again, Astoroth is the slowest character in the game but his unblockables out number anyone else. Taki is still blisteringly fast but causes less damage per attack than before, with the trade-off that she can now attack right after her huge leaps making her the most acrobatic of an acrobatic lot.

Ivy now gets a small buckler shield on her wrist which she can use to bolster her usefulness in close with quick bashes and some blocking moves. Very few major changes have been made to the roles of the characters in the game beyond a little tweaking and some more razzle-dazzle.

#### FIGHTING CHARACTER

All told there are a total of 20 fighters, this time around, thirteen of who will be available from the start of play.

Most of the roster from the previous game will reappear in some form or another although it does seem that Lizardman, Rock and Edgemaster as no-shows. Each character is looking amazing and the details on the costumes are incredibly indulgent. Just check out Raphael's lace, the engraving on Nightmare's armour or the inlay on Voldo's facemask.

Although there are improvements across the board in the way the game looks, one of the most subtle and powerful improvements is the elegant way that characters dance across the screen. Voldo now flexes and ripples like a snake and Xianghua moves with a lovely grace that makes

characters from other fighters seem like they've taken dancing lessons from Astoroth. Just like in the first Soul Calibur, Namco has called on martial artists, acrobats and — presumably — circus freaks for motion capture work to make sure everyone's moves are authentic as well as beautiful.

#### RING INS AND OUTS

The way the characters look and move aren't the only aspects of the game that have been embellished. The arenas of history look stunning now as well. Check out the books in the library, the slanting light through the gothic stained glass of the church or the light spearing into the camera on the clock tower.

Eleven locations have been revealed so far and they include Sophitia's ancient Greek stadium in the sky, the secret pirate cove, Egyptian temple, dojo, submerged money pit and library.

Each battle ground is much larger than the arenas in the first game and they are now more than just the platforms surrounded by drops into murky water or endless space.

While some are surrounded by death drops on all sides others like the Library crossed with walls. Some are boxed in on every side while others just have one wall you can back up against. Now you have somewhere to run to when the fear of being smashed from the ring takes you.

That's not to say having walls at your back is much safer. Borrowing from games like Virtual Fighter 4 and Dead or Alive 3, you'll be able to pound other characters into these walls as well as hedging them in so you can give them a good hammering while they try to get past you. Fear not, the walls are not instant death, Namco promises special counters for players bouncing off them, to balance out the pain inflicted.

On the down side, there has been no mention of making the sprawling levels interactive in any other way, so it doesn't look like you'll be able to throw anyone through the stained glass or impale them on the many arms of heathen gods.

#### NEW MODES OF THOUGHT

Like the many other elements of the game, the included game modes don't spiral away too crazily from established formulas. There will the standard practice, versus, arcade, time attack, team battle and survival modes. Where things

/ GAMES THIS GREAT  
COME ALONG MAYBE  
THREE OR FOUR TIMES  
IN A CONSOLE'S  
LIFECYCLE. SO BE  
SURE YOU'RE THERE,  
DISC TRAY OPEN IN  
READINESS /



**WELL STAFFED** Each weapon has clear pros and cons.

get interesting is the replacement to the Mission Mode. Once again players will be faced with a map and they will search for the pieces of Soul Edge and once again will have to fight battles with strange rules like being poisoned and having only 15 seconds to win, fighting invisible opponents and only being able to damage your foes with throws.

Weapon Master Mode is very similar to the old Mission Mode in a lot of ways, but the main difference will be that gold and experience earned during the missions won't just go to unlocking new goodies — now players will be able to gain new weapons. Some will be available as rewards, others you'll be able to buy at the shops between missions. There will more than 200 weapons in total that you'll be able to wield.

Namco is staying pretty quiet about how all of this



**HOW TAKI!** In the first game, some fighters were to just too powerful. Not this time.



**// SOUL BLADE, 1997**  
THIS PIRATE WITH TWO, OFTEN FLAMING, SWORDS WAS THE END BOSS FROM SOUL EDGE. CERVANTES STILL PACKS A LOT OF SUPERNATURAL PUNCH, EVEN THOUGH HE'S TECHNICALLY DEAD.



**// SOUL BLADE, 1997**  
SEUNG MI NA WAS THE  
YOUNG WIDE-EYED SPEAR-  
WIELDING ADVENTURER  
FROM SOUL BLADE. NOW  
SHE IS A LITTLE OLDER,  
WISER AND MORE  
DETERMINED TO DEAL WITH  
SOUL EDGE.



**// SOUL BLADE, 1997**  
MITSURUGI IS YOUR CLASSIC GRUFF SAMURAI SWORDS MASTER. A LIFE-LONG STUDY OF THE BLADE HAS MADE HIM THE MOST WELL-ROUNDED FIGHTER IN THIS, OR PERHAPS ANY, GAME.



**// SOUL CALIBUR, 1999**  
THE BEAUTIFUL IVY  
REPRESENTS 16TH  
CENTURY LONDON,  
COMBING INVENTION AND  
INSANITY. HER SNAKING  
SWORD-WHIP IS THE MOST  
COMPLICATED WEAPON TO  
MASTER IN SOUL CALIBUR.



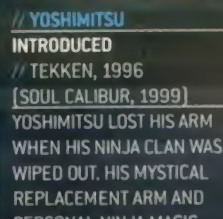
**// SOUL CALIBUR, 1999**  
SIEGFRIED WAS A PURE KNIGHT IN SOUL BLADE, BUT UPON FINDING THE SOUL EDGE HE WAS CONSUMED AND TURNED INTO THE DARKEST KNIGHT: NIGHTMARE.



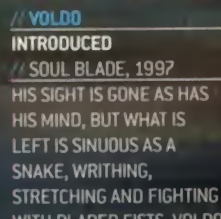
// TEKKEN, 1996  
[SOUL CALIBUR, 1999]  
YOSHIMITSU LOST HIS ARM  
WHEN HIS NINJA CLAN WAS  
WIPE OUT. HIS MYSTICAL  
REPLACEMENT ARM AND  
PERSONAL NINJA MAGIC  
ALLOW HIM TO FIGHT WITH  
UNNATURAL TWISTING  
MOTIONS. YOSHI IS THE  
GAME'S ROBIN HOOD



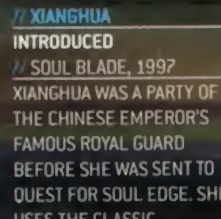
**SOUL BLADE, 1997**  
HIS SIGHT IS GONE AS HAS  
HIS MIND, BUT WHAT IS  
LEFT IS SINUOUS AS A  
SNAKE, WRITHING,  
STRETCHING AND FIGHTING  
WITH BLADED FISTS. VOLDO  
IS THE TWISTED GIMP OF  
SOUL CALIBUR.



**// YOSHIMITSU**  
**INTRODUCED**  
**// TEKKEN, 1996**  
**(SOUL CALIBUR, 1999)**  
YOSHIMITSU LOST HIS ARM  
WHEN HIS NINJA CLAN WAS  
WIPE OUT. HIS MYSTICAL  
REPLACEMENT ARM AND  
PERSONAL NINJA MAGIC



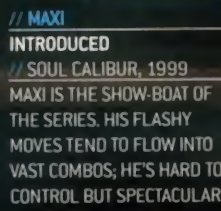
**// VOLDO**  
**INTRODUCED**  
**// SOUL BLADE, 1997**  
HIS SIGHT IS GONE AS HAS  
HIS MIND, BUT WHAT IS  
LEFT IS SINUOUS AS A  
SNAKE, WRITHING,  
STRETCHING AND FIGHTING  
WITH BLADED FISTS. VOLDO



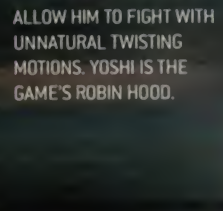
**77 XIANGHUA**  
**INTRODUCED**  
**77 SOUL BLADE, 1997**  
XIANGHUA WAS A PARTY OF  
THE CHINESE EMPEROR'S  
FAMOUS ROYAL GUARD  
BEFORE SHE WAS SENT TO  
QUEST FOR SOUL EDGE. SHE  
USES THE CLASSIC



**// KILIK**  
**INTRODUCED**  
**// SOUL CALIBUR, 1999**  
KILIK LEARNED THE ART OF THE STAFF FROM A YOUNG AGE AT A MONASTERY IN CHINA. HE'S THE DEDICATED MARTIAL ARTIST.




**// MAXI**  
**INTRODUCED**  
**// SOUL CALIBUR, 1999**  
MAXI IS THE SHOW-BOAT OF THE SERIES. HIS FLASHY MOVES TEND TO FLOW INTO VAST COMBOS; HE'S HARD TO CONTROL BUT SPECTACULAR



ALLOW HIM TO FIGHT WITH UNNATURAL TWISTING MOTIONS. YOSHI IS THE GAME'S ROBIN HOOD.



IS THE TWISTED GIMP OF SOUL CALIBUR.

A close-up of a character's face, likely from the game Soul Calibur. The character has dark hair and is looking slightly to the side. The image is framed within a red border.

GRACEFUL KUNG-FU  
SWORD STYLE. SHE IS THE  
DUTIFUL WARRIOR.



Namco remains mum on many of the details but at least one report says that any weapons you unlock become available for all of the modes, which would be very cool if you the option to turn off any special powers they might have, or if players in versus spend the same amount on weapons.

Soul Calibur II is looking very impressive, even if it isn't the bar-setting quantum leap forward that Soul Calibur proved to be. It's as though Namco figure that it pretty much nailed the balance of features back in 1999 and it doesn't want to take any chances messing with anything too major, just tightening a bolt here and decorating a panel there.

With only three totally new characters, familiar move-  
lists, walls being the only update to arenas and carefully  
chosen refinements making up the changes to gameplay,  
the only question is whether there will be enough  
innovation to make the sequel feel like a game in its own  
right and not just an update trading on the glory of the  
Dreamcast wunderkind.

Namco amazed the gaming world with its first generation Dreamcast game back in 1999. There is little argument that *Soul Calibur* was the warrior king of 3D fighters for a couple of years running at least. Now it is coming to PS2, a little faster, a little prettier, with 200 weapons and Heihachi — what's not to like?

TAKI'S A DEMON HUNTER BY TRADE AND TAKI IS THE FASTEST AND MOST ACROBATIC OF SOUL CALIBUR'S ROSTER. TAKI IS THE HOT NINJA-BABE OF THE GAME.

SOPHITIA IS THE PURE OF  
HEART WARRIOR MAIDEN  
FROM ANCIENT ATHENS.  
WITH A PRAYER TO ATHENA  
ON HER LIPS AND SWORD  
AND SHIELD FORGED BY  
HER HUSBAND SHE IS  
READY TO RUMBLE

>>>>>>>>>>>>>>>>>





# VIRTUA FIGHTER 4 EVOLUTION

AND IN THE BLUE CORNER, WEARING THE PINK KNICKERBOCKERS WITH A GINGHAM TRIM, BOASTING A RECORD OF SIX FIGHTS AND SIX WINS, THE SEGA SENSATION, VIRTUAAAAA FIIIIIIIGHTER 4 EVOLUUUUUTION.

## AS THOSE OF YOU WELL VERSED IN

PlayStation2 shorthand will already have gathered, *Virtua Fighter 4 Evolution* isn't a fully-fledged sequel, more a re-mastered-special-edition-director's-cut-re-release of the original version, packaged in a shinier case. It's a game forever caught in the middle stages of its development, just out of its gawky teenage years, not quite into fully-fledged adulthood. We're being ungrateful. After all, it's better to have *Virtua Fighter 4 1/2* than twelve months of cold turkey until number five.

First, the stuff you expect from a semi-sequel update: it loads quicker, it looks better and it's in a higher resolution. The graphical updates are fairly minor (in the main it's the bits that were missing from the PS2 conversion of *Virtua Fighter 4* arcade that have now been reinstated, like the missing rain on Lau's stage), but like

we said, it's a noticeable improvement. A modest round of cricket applause also greets the announcement of a reduction in loading times, which were bad but never unbearable last time around.

Second, the meat and drink of this expanded edition: the two new characters. Breaking the unwritten rule that only full-on *Virtua Fighter* sequels can feature entirely new fighters, developer AM2 has seen fit to raise the number of scrappers in *Evolution* from 13 to 15.

The most immediately striking – quite literally – is Brad Burns, an Italian super-hardman with a name like an American shoe salesman. As well as bearing a startling resemblance to footballer Alessandro Del Piero (put it into Google if you don't believe us), Burns also happens to be the hardest kickboxer in the whole of Europe. He's participating in the World Fighting Tournament because he

can't find anyone else in his continent willing to take him on. He's never set foot inside the King Billy in Northampton. Obviously.

The remaining newcomer is judo expert Goh Hinogami, who earns his corn as an assassin for a shadowy organisation known as J6. Hinogami fell into the professional murder racket in a melodramatic manner befitting of a *Virtua Fighter* character: his father, an Olympic athlete, was killed in cold blood by a jealous associate, leaving the poor orphaned Hinogami at the mercies of this nefarious organisation. Think fundamentally decent with a nasty streak a mile wide.

## THE SHADE OF THE VIDEO ARCADE

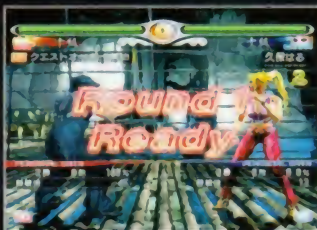
There's something we've been meaning to tell you. But before we do, you've got to promise us that you won't

## QUEST IN SHOW

THE HIGHLY-EVOLVED QUEST MODE REDUCED TO FOUR SIMPLE SCREENSHOTS.



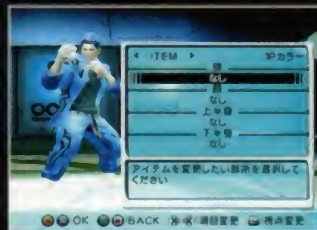
First, pick yourself an arcade. Some are more competitive than others, so start off in the smallest, dingiest backstreet games room you can find, and then work your way up from there.



Once you're in, shoot your mouth off until someone challenges you to a fight. Remember, as these fighters are based on real-life players you'll need to adapt to the difference in styles.



Do what you've got to do – be it a torrent of weak punches, a cowardly block stream or *Virtua Fighter* masterclass – to ensure a convincing victory. Repeat as necessary.



Finally, collect your winnings and head to the gift shop. You're now free to invest your nuggets on as many spangly costumes and matching accessories as you can afford.





INSERT COIN In graphic terms, it's arcade-perfect.



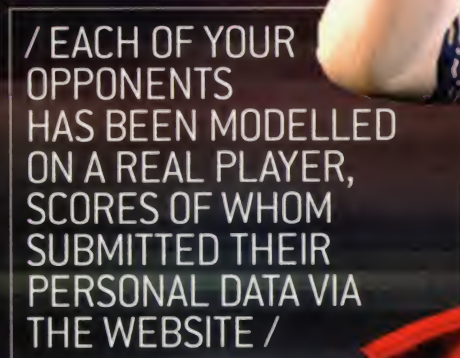
OLD GUARD Lau is now in his mid-60s. Give it up man.



GOH ON Hinogami, the most conspicuous hitman ever.



TRAINING DAY Evo is more exacting than Soul Calibur 2.



SCRAP AND BURN The two new boys battle it out.

/ EACH OF YOUR OPPONENTS HAS BEEN MODELLED ON A REAL PLAYER, SCORES OF WHOM SUBMITTED THEIR PERSONAL DATA VIA THE WEBSITE /

## INTRODUCING BRAD BURNS >

|                       |   |
|-----------------------|---|
| FIGHTING STYLE        | BLOCKS WITH SHINS, STRIKES WITH HEELS.  |
| WEAPON OF CHOICE      | HIS FEET.   |
| REASON FOR BEING HERE | HAVING BEATEN A COLLECTION OF THE HARDEST MEN IN THE WESTERN WORLD INTO MEAT SMOOTHIES, BRAD BURNS IS DESPERATE FOR A DECENT CHALLENGE. |

someone could fully master Wolf Hawkfield's Thunder Fire Power Bomb.

Another bonus is a hugely improved training mode. Again it sounds dull and painful, like piles, but when you consider that *Virtua Fighter 4*'s insanely complex fighting system is set to evolve into something more complicated still, it's a safe bet that you'll be spending longer in this designated practice arena than you think. In comparison to the phonebook-long list of moves, throws and blocks on offer here, *Soul Calibur 2*'s equivalent looks positively emaciated.

So there it is. A half naked *Virtua Fighter 4 Evolution* banging its gloves in the corner, a greying cutsman towelling it down and smothering its broad, scowling face in vaseline. But does it have the power to knock down young pretender, *Soul Calibur 2*, the prettiest fighter since Muhammad Ali? Only the PSW judges can tell us that. Turn the page for the final points decision.

"make a dash for the door the moment we let it out. Deal? OK. *Virtua Fighter 4 Evolution*'s main selling point, ignoring the new characters for a second, is the inclusion of a Quest mode, designed – dare we say it – in a role-playing style. We know. It sounds messy. And boring. Boring and messy. But it really isn't. Please, bear with it.

The idea is to travel around the arcades of Japan taking on up to 500 rival gamers in a series of tournaments and one-off matches (see! Not a single goblin in sight). The best part is, each of your opponents has been modelled on a real-life *Virtua Fighter 4* player, scores of whom voluntarily submitted their personal data for use in the game through the official website. As if that wasn't enough to send you back for another afternoon of solid sparring against Glenn (your mate with the lady hands, remember), various members of the AM2 development team have also donated their fighting styles to the game, which in theory should make this the hardest, most challenging beat 'em-up ever.

### A CUT ABOVE THE QUEST

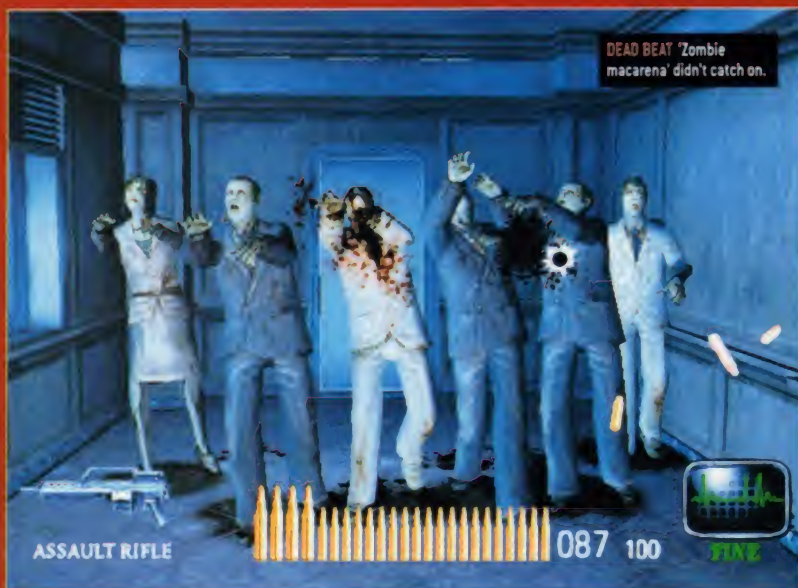
There are two rewards for kicking teeth through tongue, tongue down throat in the Quest mode: 1) you're beating up real people, even if they're not actually there to defend themselves, which is great for your self-esteem, and 2) winning gives you money, money you can spunk away on new costumes and accessories.

In effect the Quest mode is a simulation of the life of a professional gamer, one that you can experience without either a goatee beard or the suffocating feeling that the only reason God could find to put you on this Earth was so





# "MISTER TOAD CROSSED WITH DR LECTER"

ETA  
JULY  
2003

## RESIDENT EVIL: DEAD AIM

YOU KNOW HOW CRUISE LINERS ARE FULL OF WRINKLY PEOPLE WHO ARE NEARLY DEAD? THIS GOES ONE FURTHER...

TYPE SHOOTER

PUBLISHER CAPCOM

GAME GLANCE

/ Part light gun game...  
/ ...part survival horror...  
/ ...all gruesomely pretty

### THE GUN SURVIVOR GAMES HAVE

long been the idiot cousins of *Resident Evil*. A bunch of light gun titles based in the world of the classic survival horror series, they combine simplistic shooting action with rudimentary adventure elements. The only thing zombie-like was the way you felt as you slouched through the rudimentary cardboard-looking levels,



CANNIBAL CORPSES Send this rotting chancer back to Stiffville.

plugging yet another badly animated stiff before tediously choosing to take one of two identical path choices.

The similar-ish *Dino Stalker* (based on the *Dino Crisis* survival horror series) was a little better. For a start, you were killing dinosaurs instead of boring old dead people. Secondly, it didn't look like it had been knocked together on the cheap, although it still had an air of arcade-game scruffiness to it. Well, all that has finally been eradicated. We've played the new *Gun Survivor* title, *Resident Evil: Dead Aim*, and we're pleased to report it's got atmosphere approaching a real *Resi* game. Plus a whole lot of light gun action. "How can they combine the two?" you gasp in astonishment. Sit back and we'll tell you.

### CABIN PRESSURE

It all hinges on using the Gun Con 2, the official Sony light gun with a direction pad where the hammer should be. You use this to guide new hero Bruce MacGavin around, seeing all the action from behind him just like in a traditional



GORE BRINEY We thought the dead didn't bleed. We were wrong.

survivor horror game. When one of the corpses at your feet stirs and rises up howling, a pull of the trigger takes you straight to into Bruce's point of view. Let off a few shots with the light gun, and the zombie's promptly sent back to the land of the dead.

It's a very different system which attempts to deliver the best of both worlds, and it feels a little confusing at first, especially when using a normal controller rather than the light gun. But we're glad to report that your hand-eye coordination adjusts quickly, and after a few minute's fumbling, we were offing zombies left, right and centre to our heart's content.

This chapter in the *Resident Evil* story begins when Dr Morpheus D. Duvall, a scientist who used to work at the sinister Umbrella corporation, makes off with four vials of the (un)deadly T-virus. Alerted to the doctor's attempt to transport his lethal cargo across the Atlantic, a secretive anti-Umbrella organisation sends in agent Bruce MacGavin to destroy the vials and discover the evil Doctor's plan.





**ROTTEN LOT** Like lawyers chasing after an ambulance, they are.



**BLOWN AWAY** The zombie fart-lighting experiment was doomed.



**TOAD IN THE HULL** Why not play Frogger, *Resi* style?



**HATEFUL DEAD** Groin shots won't hurt – aim for the jugular.

## DOUBLE TEAM

ANOTHER SIGN OF DEAD AIM'S RESI HERITAGE IS THAT YOU GET TO PLAY AS TWO DIFFERENT CHARACTERS. AND SURPRISE SURPRISE, IT'S A LASS AND A FELLA.



### ■ BRUCE MCGAVIN

Bruce has been hired by a group that wants to discover all of the Doctor's horrific T-virus secrets. Not as easy to scare as many previous *Resident Evil* heroes, Bruce seems to take the whole killing zombie thing completely in his stride.

### ■ FONG LING

A mysterious babe with a taste in Chinese dresses and big guns. Her aims are unclear, but she's none too keen on working in the same place as Bruce. It looks like they'll have to team up to destroy the mysterious Dr Duvall...



**GROUP HUG** "Hands up who wants to listen to Thriller?"

There's more than a hint of, how can we put this... *Silent Hill* in the look of the thing. Everything's a washed-out shade of brown, with the ship itself looking like a relic of 80 years ago. In fact, it resembles nothing so much as the *Titanic*, right down to the magnificent double stairway you'll encounter early on in the game. Just as in *Silent Hill 2*, you carry a torch that lights up your immediate environs. Flip into first-person mode, and you'll squirm as the dead stumble out of the darkness at you, reaching with cold hands for your throat. There's certainly something about being on board a ship, knowing you can't escape, that heightens the fear. We even felt a bit seasick at times, although maybe we were just getting used to the innovative switch from third to first-person perspective.

### I SHOOT DEAD PEOPLE

An early highlight occurs when you stumble past a mound of corpses to

reach an assault rifle. As you edge back past them to the door – you guessed it – every one of them starts to move. Soon, you're engulfed in wave after wave of living dead. Turn your new toy on them, and you'll rip them apart. The flash from the muzzle briefly lights up their dead flesh, and the chatter of the gunfire is a shocking counterpoint to their bloodthirsty moans. It's a classic *Resi* moment, remarkably all taking place in a light gun game.

Naturally, this being a *Resident Evil* game there's much more to do than just shoot corpses. As you progress through the ship, you'll unsurprisingly end up in the secret laboratory and encounter ever more hideous creations. You'll also get to play as glamorous rival agent Fong Ling, who's got a sprinkle more sass than your usual dishevelled *Resi* heroine. Apart from the aforementioned assault rifle, you'll also get your hands on grenade

launchers, semis and even a futuristic energy weapon. Battering the undead with a big stick is so last year, dahling.

Still, those used to an arcade-style shooting experience might be a bit disappointed when they first get their hands on *Dead Aim*. When the game begins, it's all about the atmosphere rather than the action. Running around finding endless key cards and saving on those good old typewriters might not be every gun junkie's idea of gaming pleasure, but it's still worth it for the sense of brooding dread that is pretty much impossible to get in a simple shooting title.

/ JOFF BROWN

### PSW PROPHECY

#### BEST BECAUSE

- ▲ *Resi* gore in a gun game!
- ▲ Top attention to detail
- ▲ Adventure and shooting, all in one title

#### WORST BECAUSE

- ▼ Lacks the frantic pace of normal gun games
- ▼ Control system's unusual
- ▼ You'll need a G-Con, really

### FIRST OPINIONS

### PSW

Although it took a while for the suspense to properly build up, this looks like it has far more in common with the 'proper' *Resident Evil* series than any of the previous *Gun Survivor* games. We're hoping to be rather impressed with this one.



# "HEY, QUIT MOVING THE TRACK WILL YOU!"



THANKS FOR THE SIGN. But I can just make out the cliff ahead.



2 FLEETING MESSAGES FROM TONY: And she doesn't even have her safety goggles on.



LENN'S LIKE TROUBLE WHEN: Fire seems to be this issue's motif.



WOW, I WITNESSED THE ARMY: But I ain't going in there.



BLAH, BLY-HOY, AND STUFF: BE LUCKY I do believe we've found a cavern full of treasure.

## SPLASHDOWN 2

IT'S CINEMATIC RACING, APPARENTLY. ONLY WITHOUT STUPID ROTATING CAMERA ANGLES AND WITH SOMETHING RESEMBLING A STORY...

|   |        |
|---|--------|
| TYPE  | RACING |
| PUBLISHER   | THQ    |
| GAME GLANCE   |        |
| / Scripted story events<br>/ 8 outdoor courses<br>/ 12 indoor tracks<br>/ 75 stunts |        |

### AMUSEMENT PARK RIDES WOULD

appear, at least on the surface, to have much in common with videogames. They're both concerned in the main with offering you thrills - a manic mélange of sight and sound that synaesthetises into one seamless sensation. Indeed, they're both about having fun. And you shouldn't eat greasy chips while participating in either activity.

But we can think of maybe a pitiful few games that have attempted to emulate the experience of being on a rollercoaster. The occasion futuristic racer gets close through sheer speed, but their dystopian sci-fi settings invoke the wrong kind of atmosphere. How can it be fun when everything's so gleaming, metallic and, well... fascist.

Splashdown 2 is like diving headlong into the biggest, most elaborate, and - yes - thrilling theme

park you can imagine. It's just how you always pictured that seaside carnival visit when you were a kid, before the crushing reality of drunken clowns, malfunctioning ferris wheels and the overwhelming smell of vomit stumbled in and the fantasy collapsed. It certainly bears all the hallmarks of a game that is fun. Pure and simple fun.

### AH, THE CALM OF CANNONBALL COVE

In this age of photo-realism, it takes a brave developer to abandon graphical fidelity at the door of cartoony exaggeration. But that's precisely what Rainbow Studios has done. Gone are the authentic textures and accurate environments of the original; in their stead come vibrant landscapes painted in lush, vivid colours. This change of visual direction is the clearest indication that this is no painstaking simulation of jet-ski racing - it's a full-on, deep

breath, white knuckle ride through the best of what arcade racing can offer.

Each circuit is based around a theme, just like any good carnival ride. The first track we raced on is situated amongst a tropical island archipelago under attack from a buccaneering band of pirc\*\*s. Cannonball Cove, as it's currently called, features erupting volcanoes, treacherous water-filled caverns filled with long-lost treasure, and pirate galleons launching volleys of metal death in your general direction.

The aptly named Polar Plunge is the other track we were privileged to experience. It's a slalom ride through every kind of natural disaster you could reasonably expect to encounter on a trip to the snow - glacier rifts, avalanches, collapsing caves of ice, and not least of all heart-in-mouth leaps of faith off snow-covered cliffs onto the roofs of ski lodges.





**PSW PROPHECY** THE PIRATE SHIPS ARE THERE. But it's clearly a dead end. What are you going to do? Jump over the trees. Shyesh, whatever.



**PSW PROPHECY** That guy's got so much 'ood I just want to be him. I'll certainly buy the game at least.



**PSW PROPHECY** CAPTAIN THE JACK OF THE GARY. I've seen pirate ships before, but...



**PSW PROPHECY** EVIDENCE AT LAST. I told you all along that these arrows weren't to be trusted.

While such wild track features are possibly efficient in themselves to induce mild heart palpitations in most players, things kick up a further gear when numerous scripted events conspire to later track conditions from lap to lap. For instance, on lap two that pirate ship has probably sailed across the bay to bombard you from a new angle, while the water level in that area may well have lowered to expose an alternate route to the quick-thinking and observant rider. Rainbow is promising every circuit will be crammed to bursting point with such activity to ensure things don't get too samey. Having said that, at this stage the events aren't interactive; those events on lap three will be the same every lap three however different it is to lap one. Which probably means it will get samey eventually, but nowhere as quick as it might do otherwise.

#### PSW PROPHECY

##### BEST BECAUSE

A Sprunged events add to the track  
A Freestyle mode offers infinite appeal

##### WORST BECAUSE

A scripted events could get stale  
What's about for sailing?



**SNOWMOBILES** What, so these jetski machines go on snow now? No? Well where's the \*\*\*\*ing water then? Ey? Eyy?

#### ELEVATED WATER CHOPPINESS

Yet Splashdown 2 isn't merely one scripted rollercoaster ride after another. Changes have been made to more fundamental aspects like the physics and handling. The most significant of which is definitely the water physics. Unlike the first game, water now has elevation; it's not all on the same level. It varies too – from rivers gently flowing downhill to enormous waterfalls crashing to earth. It's also choppy – and randomised chopiness at that – making it essential that you navigate the various wave crests and troughs with agility. Currents carrying you along at different speeds are another factor to consider.

For the more technically minded racer there are strict time trial races that take place on streamlined courses free of all the scripted events and wild settings. These are all about racing, nailing those corners to perfection and shaving milliseconds off your best lap time. Rainbow has also added twice as many tricks to perform as there were in the original game, incorporating a system that allows you to chain tricks together in a style not dissimilar to Tony Hawk. There's even a Freestyle mode (borrowed from N64 classic Wave Race) where you can pull tricks

and crazy stunts to your heart's content without worrying about time limits or following the track.

#### WINTERY LAUNCH SPLASH

Splashdown 2 certainly appears to be on track to surpass its predecessor on all accounts. The scripted events lend the core racing an exciting narrative bent, while the expanded stunts, tricks and wave system flesh out the game's physics to a most satisfying extent. Come its scheduled June release, Splashdown 2 looks sure to make, er...a splash.

/ DAVID WILDOOSE

#### FIRST OPINIONS

PSW

The first Splashdown lacked a certain something that would have elevated from decent to good (or above). The scripted story elements of this sequel will hopefully go part of the way in delivering that certain something, while the tricked out stunts and Freestyle mode may well provide the rest. It looks gorgeous – we love the cartoony atmosphere – and the skis handle extremely well already. It's looking very promising.



# "YOU WANT STORY? I'LL GIVE YOU STORY"



THE KOSTESS TO THE MOSTESS  
Watchoo bin samokin?



THE ARTISTIC GYMNASTICS OF THE FUTURE Still boring.



MEGATRON LIVES Der ner ner ner, nerh!

## XENOSAGA: DER WILLE ZUR MACHT

EPIC NARRATIVE? CHECK. INSPIRING CUTSCENES? OH YES.  
QUIRKY JAPANESE MINIGAMES? WAS THERE EVER DOUBT?

|             |  |
|-------------|--|
| TYPE        | ADVENTURE  |
| PUBLISHER   | NAMCO  |
| DEVELOPER   | MONOLITH SOFT  |
| GAME GLANCE | <ul style="list-style-type: none"> <li>/ Engrossin narrative</li> <li>/ Adventure</li> <li>/ Random battles</li> <li>/ Minigames galore</li> </ul> |

|   |
|---|
| FSW PROPHECY                                  |
| BEST BECAUSE                                  |
| ▲ A narrative masterpiece.                    |
| ▲ Oh the emotion!                             |
| ▲ Fantastic film sequences                    |
| WORST BECAUSE                                 |
| ▼ Lack of choice of path through advancement. |
| ▼ Another very Japanese adventure. ?          |

### LET'S FACE FACTS: VIDEOGAME

narratives, for the most part, really aren't very good. Although a lot of you probably want to believe that the story underpinning Final Fantasy X could be considered a masterpiece of modern literature, the simple fact of the matter is that it isn't. It's really quite hackneyed and unoriginal if you think about it and this, I'm afraid, is pretty much the case for every PS2 game out there. Can anyone seriously say that they thought Metal Gear Solid 2 was a masterfully constructed tale of international espionage, conspiracy and paranoia? Of course not. The narrative behind Metal Gear Solid 2 was crap. And yet it is also meant to be one of the best examples of electronic literature our medium has to offer. So what's a story starved PS2 gamer desperate for a fix of finely crafted fiction to do?

Well, how about picking up a copy of Xenosaga? If the reports from America and Japan are to be believed, this prequel to one of the most critically acclaimed PSone games ever sports a

narrative so intricate and involved that even War & Peace author Leo Tolstoy would regard it with envious admiration. That's just complete hyperbole of course, but you get the picture: this is a game with a plot worth paying attention to.

### NARRATIVELY SPEAKING

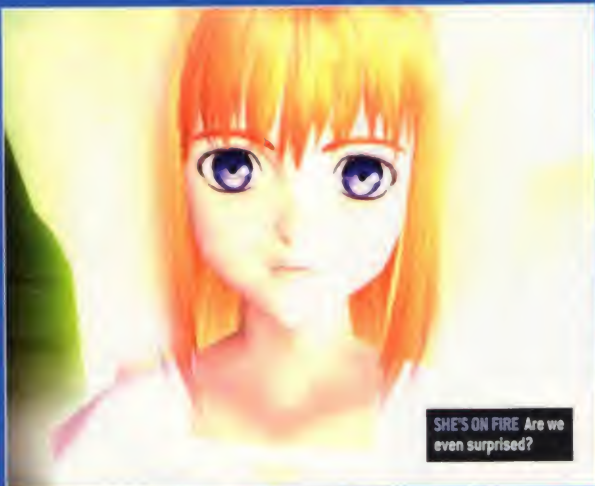
For the record, the narrative we're talking about here features no angsty loners with giant phallic swords, no vacuous femme fatales with beach ball breasts and no wacky robot sidekicks of any kind whatsoever. The narrative we're talking about, you must understand, is beyond such a trite collection of RPG clichés. The narrative we're talking about features a cast of carefully developed, interesting characters that are as engaging as they are original. The narrative we're talking about eschews predictability and keeps gamers guessing at every one of its numerous twists and turns. The narrative we're talking about explores complex philosophical issues in a serious yet entirely comprehensible manner,

inviting the player to engage with ideas usually reserved for the thickest of academic tomes. Basically, the narrative we're talking about is really bloody good. Did you hear that, Hideo Kojima? I hope you did, because it might come in handy next time you're wondering how to make the next MGS an even bigger testament to your bloated ego than the last one. Tosser.



OW PETALS AND RIBBONS And, erm, giant acorns...?





SHE'S ON FIRE. Are we even surprised?



CHAIN PAIN. At least they're not j-walking.



OH MY GOD! Someone's shot my rooster.



MEGAMAN WANNABE. Do you blame him?

## DER WILLE ZUR WHA-?

### WELCOME TO PHILOSOPHY CORNER



A SMART DUDE. You can tell by his Tintin-like hair and mo.

**XENOSAGA'S SUBTITLE** – DER WILLE ZUR macht – is a German term meaning 'the will to power' and refers to the ideas of long-dead philosophy giant, Friedrich Nietzsche. Nietzsche, for those who don't know, is quite simply the best philosopher ever. If you think otherwise, then you're an idiot – simple as that. We don't really know how he's connected to Xenosaga's epic narrative, but that doesn't matter because this gives us an excuse to put a picture of him in the mag. Isn't he a handsome devil? Can't go wrong with a big, bushy moustache.

### FORTUNATELY UNFREE

Of course, Xenosaga's heavy emphasis on a strong and cohesive narrative comes at a price and that price is freedom. All reports suggest that Monolith Soft's inaugural RPG opus is both relentlessly linear in nature and liberally seasoned with lengthy FMV sequences. The thing is, though, is that every one of our sources that has actually played the game has insisted that these aspects actually enhance the kind of experience Xenosaga is trying to foist upon the player. Because the game has thankfully jettisoned random combat encounters, battles are far less frequent and become a lot more engaging when viewed within the strong sense of purpose made possible by a stringently linear story arc. And the movies, though long, are extraordinarily lavish pieces of high-quality CGI that easily rival anything we've seen elsewhere on the PS2. The voice acting in particular is simply superb and does an extremely good job of putting other 'talkie' games to absolute shame.

And this scrupulous attention to quality goes for much more than Xenosaga's sumptuous video sequences – the entire bloody game is nothing short of an audio/visual spectacular. The anime-style graphics, as you can see from the screenshots accompanying this text, are attractive, original and exude an artistic flare that is almost immediately endearing. The hulking Evangelion style mechs and techno-noir environments are particularly awe-inspiring, and will most assuredly please fans of the space-opera anime from which they have obviously taken heavy inspiration. And let's not forget that all the music was composed and arranged by Chrono Trigger's Yasanori Mitsuda and performed

beautifully by the London Philharmonic Orchestra. If that's not a combination made in game music heaven, then we don't know what is.

### MINI-GAME MADNESS

Another aspect of Xenosaga of note and one that we find particularly interesting is the wide selection of mini-games available. Xenosaga's PSone predecessor, Xenogears, also featured a good choice of mini-games, but unfortunately they were all terribly crap. That's not the case this time around, apparently. Among the diversions on offer is a Virtual On-inspired combat game featuring the previously mentioned battle-mechs, a collectible card game somewhat like the notoriously addictive card game featured in Final Fantasy VIII and an odd little drilling game that no one we know seems to understand yet. Aside from being quite enjoyable, these games offer a welcome diversion from the intensely dramatic narrative and help make Xenosaga feel more complete as a product. It's just a fact that Japanese RPGs without fun mini-games just aren't very good. And no – Blitzball does not count as a fun mini-game.

### RELEASE COMPLICATIONS

Despite the fact that it's already been released in the US and Japan and is doing quite well in those territories, it as of yet unknown whether or not Xenosaga will receive local release here in Australia. As you can probably tell from our preview, we clearly think it should and there's no reason why you shouldn't think so as well. We just don't want this game, Sony – we need it. So give it to us. Pretty please?

/ DANIEL STAINES



### FIRST OPINIONS

PSW

Who would have thought? A Nietzsche reference in a videogame title! This is certainly a game that does things differently. Some might not appreciate the emphasis on the cutscenes, while others might desire more freedom of choice. And sure, the game sometimes loses coherence, but it's still absolutely packed with detail and reward for the RPG fan, as well as a refreshing sense of artistry.



# "I'VE GOT A LUVVERLY BUNCH OF COCONUTS"



**SOMEONE NEEDS SLEEP** Wait, it could be a Jean Reno lookalike.



**SHEEP JUGGLING** Active attempts at slumber. Poor kid.



**CHICKEN** Those evil eyes. They follow me round the room!

## TAK & THE POWER OF JUJU

IS A RATTLE-WIELDING BRAT WITH A FEATHER IN HIS CAP THE NEXT PS2 PLATFORMING HERO?

TYPE | PLATFORMER

PUBLISHER | THQ

GAME GLANCE

/ Learn some Juju magic  
/ Talk with the animals  
/ Swing a rattle  
/ Act like a chicken

PSW PROPHECY

**BEST BECAUSE**

▲ Animal interaction is somewhat novel  
▲ Graphically appealing

**WORST BECAUSE**

▼ How's it genuinely different to Jak & Daxter?  
▼ Is Tak an appealing hero?

### YET ANOTHER PLUCKY CONTENDER

has waded into the increasingly crowded fray of PS2 platforming games. It's weird: for ages Jak & Daxter had the ring all to itself (or themselves, if you prefer). Naughty Dog's exquisite example of exemplary exploration has been undisputed champion ever since its release, with nary a rival capable of mounting a challenge let alone getting close enough to deliver the telling blow. But then along came Ratchet & Clank and Haven and Sly Cooper and Rayman and Ty and Spyro and Ape Escape and Vexx and Zapper. And now there's Tak, too. Can Jak withstand the pressure until his sequel arrives?

Tak gets off to a good start thanks to some clever wheeling and dealing by publisher THQ. For some time now, THQ has been grabbing established Nickelodeon characters and shoe-horning them into games of varying descriptions, albeit typically platformers aimed at the youngsters. With Tak, the process is swinging the

other way; he's a THQ creation about to star in his own Nickelodeon cartoon. So although no one has a clue who Tak is at present, they will in the near future as he bursts onto the TV screen and a variety of merchandising. Rebranded Tic-Taks? Or how about Blu-Tak? Trust us, THQ, it'll work for sure. We're ideas people here at PSW.

Crucially, Tak is cute and adorable in deformed and runty kind of way. Railing against recent trends, there's no wacky sidekick to cut in with a witty observation or puncture the inflated ego of an enemy with a scything riposte. Tak's got to carry the can himself. So it's fortunate that his is a body built for comedy. And if there's one thing every platform game hero needs, it's a sense of humour. Whether it's being sent on ridiculous quests, taking pratfalls or dressing up in silly costumes, a platform hero must be able to laugh at himself. We suspect you may well be doing a fair bit of laughing at Tak as well.

The plot tries its best to raise a chuckle, bordering as it does on faintly ludicrous rather



than the genuinely funny. To wit: "Tak, a young shaman's apprentice and

unlikely hero, must recover moonstones stolen by an evil Juju-man to save the Moon Juju and restore her powers," or so says THQ's marketing department. Unlikely hero? Aren't we sick of playing weedy wimps whose incompetence and charming uselessness is somehow key to the world's salvation? Oh how we long for the days of certainty when heroes were heroes and the only thing unlikely about them was the size of their biceps.

Evil Juju-man? Hardly the most threatening of enemies, is it? Yet Juju, it transpires, is a catch-all phrase for magic and, no doubt, a deeply hilarious pun on the word voodoo. Which makes some sort of sense, because Tak's world appears superficially influenced by voodoo magic and all it connotes. There are jungles populated by





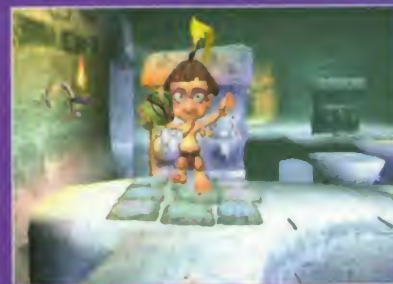
NOT AN AIRBAG Zero chance of survival in a head-on.



THE BOWL IS BACK It's snip snip time from mummy.



PURE ROMANCE All I need know is a sustainable girlfriend.



ICE ICE BABY Not Vanilla Ice. But he still has a shocker of a do.



AHA HA Could it be, the token Australian animal?



THE PRECIPICE When foregrounds end suddenly.

## LAY DOWN YOUR ARMS

### WEAPONS OF MASS CONTRACTIONS



I ONCE KNEW THIS BIRD She had the most beautiful eyes.

THE UNDOUBTED HIGHLIGHT OF THE CODE WE'VE SEEN SO FAR IS this, Tak's ultimate weapon: the chicken suit. Collect enough Juju and Tak gains the ability to don feathers and beak, thus transforming himself into a weapon that puts the "arse" into arsenal. The chicken suit allows Tak to not only fly to previously inaccessible areas but squeeze egg-shaped bombs out of his backside and terrorise the hapless foes below.

primitive villages. There's a heavy sprinkling of the undead. There's a deep reverence of animals. And there's working magic everywhere.

Of chief interest is developer Avalanche's desire to have animals play a central role in the game's puzzles. Not only will Tak be able to ride various creatures (including a rhinoceros and an ostrich), but he'll have to interact with the world's diverse menagerie in order to navigate each level and solve their conundrums. For instance, that isn't merely an ape you see bending a tree in order to reach and eat its bananas; instead it's a makeshift catapult that can fling Tak halfway across the level. Nor is that just a cheeky chimpanzee playing with his coconuts; when provoked it's a useful decoy hurling vicious volleys of hard-skinned fruit at potential enemies. It's this kind of humorous inventiveness that Avalanche hopes will be continued on throughout the entire game.

Visually, Tak looks remarkably similar to Jak & Daxter, albeit with slightly larger areas and

marginally more action happening on screen. No criticism there – Jak remains a beautiful game to this day – and it's still early days for Tak, too. Hopefully Avalanche's investment in the whole idea of animal interaction pays off and can provide just the right amount of freshness to separate this platforming adventure from, well, all the other platforming adventures.

/ DAVID WILDGOOSE

### FIRST OPINIONS

PSW

Our experience of Tak thus far provided mixed reactions. On the one hand, it looks for the most part to be a technically accomplished and thoroughly polished take on the platforming adventure genre. On the other, it's going to find it tough to escape those Jak & Daxter comparisons. Question is: will it be another Ratchet & Clank or go the way of Ty and Vexx and the other also-rans?





# PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...

/ RUN AROUND RUINS,  
COLLECT MYSTICAL  
ITEMS, GUN DOWN  
ENDANGERED SPECIES /



## TOMB RAIDER: ANGEL OF DARKNESS

EMERGING FROM THE LONG, DARK  
CORRIDOR CALLED DEVELOPMENT.

HIDING IN THE SHADOWS, UNSEEN BY THOSE WHO search the hardest – we're not talking about Lara Croft, we're talking about her first PS2 game. Now that it's been put back until June – yes, June! – we'll have to make do with these all-new shots of Ms Croft doing her thing and a quick recap on the plot. Lara is framed for the murder of her old mentor Von Croy, and is on the run while trying to find out the secret of the Cabal, a mysterious, er, cabal of evil types intent on raising the Nephilim, an ancient race of crazies. All of which, we suspect, translates into 'run round ruins collecting mystical items and gunning down endangered species.' And sneaking past guards, because... yawn... there're 'all new stealth elements.' Paris and Prague are two of the locations featured, with the Parisian sections promising a more cerebral, adventure-based experience than usual.

To be honest, these images don't seem to indicate a huge break with tradition, but if Lara can conjure up the jaw-dropping magic of the first PSone game then we'll be very happy. Now if they could only hurry it along a bit...

■ TYPE: Action/Adventure ■ PUBLISHER: Eidos  
■ LAST PREVIEW: PSW 10 ■ ETA: June



HIDE AND SNEAK All-new stealth skills will be essential for Lara's quest.



LEAP OF FAITH These kind of jumps show that not everything's changed.



WHOOOPS A DAISY Stay out of the light, Lara. Don't head right into it. Dur.



ONLY IN GAMES... ...could a skinny woman defeat a man with a gun. Lovely.





WHEELS OF SQUEAL It's just a wheelchair! But it's still scary! Genius.



WHAT THE HELL? We don't even want to think about what's behind there.



GROSS OUT Tuesday nights at the S&M club were getting outlandish.



SPLISH SPLASH, I WAS HAVING A BARF You'd be doing it too if you saw this.

## SILENT HILL 3

THE MORE WE SEE, THE WORSE IT GETS...

MAKE NO MISTAKE — THE PEOPLE WHO MAKE THE *Silent Hill* games are mental. We don't mind that they spout mystical, pseudo-psychological rubbish at us every time we interview them, because they make games stained with violence and marinated in the still-warm blood of the innocent. And *Silent Hill 3* aims to amp what they call the 'silent horror' right up to 11.

Those who got bored of hitting melty monsters with wooden implements in *Silent Hill 2* will be glad to hear that there's more emphasis on action this time round. Which can only mean quicker, meaner monsters that are even hungrier for tasty person-flesh. We're particularly excited about exploring Lakeside Amusement Park, especially the dilapidated roller-coaster... a ghost train sequence would be great too...unimaginative? Us?

Although new weapons like flamethrowers and machine guns will be available, this doesn't mean heroine Heather's job will be any easier. For instance, it won't just be monsters that are there to scare. Even the walls pulse with veins and screaming mouths, bleeding and salivating. If the last game was all about the horror, we're expecting terror this time. Brrrr.

- TYPE: Horror/Adventure
- PUBLISHER: Konami
- LAST PREVIEW: PSW 10
- ETA: June 13

## DRIVER 3

IT'S ALRIGHT — HE'S A COP IN DISGUISE. IT'S JUST A VERY, VERY GOOD DISGUISE.

DRIVING WAS GETTING A BIT DULL, UNTIL SHOOTING came along and livened it up. Having gloried in *GTA: Vice City* and been slightly embarrassed by *The Getaway*, we're hoping that *Driver 3* will deliver the goods. It's all looking mighty fine so far, as these new shots show.

We now know that undercover tough-guy Tanner infiltrates a gang of car thieves over a series of amazing events that take place in Nice, Miami and Istanbul. Expect *Getaway*-a-like mission-based gameplay rather than the total freedom of *Vice City*, only with the incredible handling that was honed to perfection in *Stuntman*, developer Reflections' previous hard driving sim. There'll be a free drive mode anyway for chilled-out cruising, as well as a branching storyline for extra variety featuring a roughly 70/30 mix of driving to on-foot battles.

With the three cities populated with 30,000 buildings and 50 different types of vehicle, it's already being called the biggest game of the year by people in the know — in other words, us. It's a shame we won't see it until just before Xmas, but if that means it'll be the *Vice City* beater we're hoping for, we're pleased to wait.

- TYPE: Action
- PUBLISHER: Infogrames
- LAST PREVIEW: PSW 10
- ETA: Q4 2003

IT'S THE PIGS Back streets like this are becoming very familiar.



LOCKED UP Places like this will doubtless form hideaways.



RAGING 'BUL Ah, the teeming streets of Istanbul. Well, slightly teeming.





## MACE GRIFFIN

TIME TO HUNT ME SOME BOUNTY

RECENTLY PSW HAD THE CHANCE TO PLAY THROUGH A number of levels of Universal's upcoming Mace Griffin: Bounty Hunter. The feature that struck us most obviously is the pace of the game, with the movement around levels being brisk, not to mention stepping into and out of spacecraft, which is, just as reputed, seamless. More conventional FPS sections were brightened by the vast array of weapons, from grenades to hand weapons, all of them featuring a form of secondary fire.

All the combat, whether it be on foot or in flight, has the emphasis on speed over strategy. Space combat harkens back to TIE Fighter days, with full rolling and afterburner control, albeit with more straight up action. Each of the four kinds of fighters features different weaponry from gatling guns to missiles and lasers. The space flight was exciting with the desperate seconds waiting for a missile lock-on to occur providing immediate thrills.

New franchises are always difficult (Mace who?). As such, Universal has enlisted the talents of one time rock demigod Henry Rollins, to inject some character into Mace Griffin. Rollins will supply the voice of Griffin and apparently the character's facials are being altered to more closely resemble Henry. We look forward to the new subtitle: Rollins in Space.

■ TYPE: Action/Shooter ■ PUBLISHER: Universal

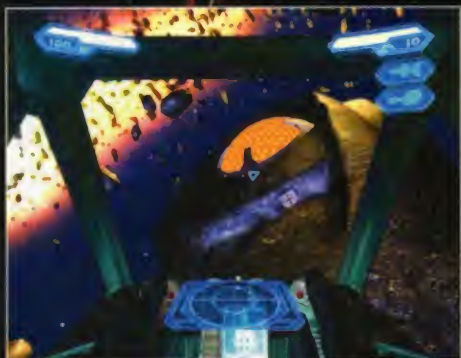
■ LAST PREVIEW: PSW 10 ■ ETA: July



GO ON, TAKE IT It's good for hair loss, among other things.



MACE, THE ARTIST Creativity is tough under pressure like this.



A LITTLE CRAMPED What is that, some sort of giant fly?



/ ALL THE COMBAT,  
WHETHER IT BE ON FOOT  
OR IN FLIGHT, HAS THE  
EMPHASIS ON SPEED  
OVER STRATEGY /



## ENTER THE MATRIX

BIG-BUDGET SECOND PHASE OF PUBLICITA'S ATTEMPTS TO ENSLAVE THE WORLD LOOKS HOT

AS THE RELEASE DATE FOR BOTH ENTER THE MATRIX AND the Matrix film sequel the Matrix Reloaded approaches fast, anyone maintaining an interest in the world of entertainment would have been exposed to the projects' promotion. They'll know that movie production values were applied to many of the motion capture and FMV sequences of the game. They'll know that Ms. Will Smith Jada Pinkett and Anthony Wong, bit part players in the second film, are the subjects for the game's originally-scripted journey through the Matrix universe. They'll know that bullet time is back.

Above all though, they'll know that legendary developer Shiny, original creators of Earthworm Jim and MDK, actually look like they've got a bit of a title on their hands. It's all "I know kung-fu"-style fighting, with guns and kicks and smoke through beautifully-crafted urban and post-apocalyptic environments. Pick either Niobe or Ghost, and battle through driving, flying, and fighting stages (respectively around 15%, 15%, 70% of the game), with some variety in the level content depending on your choice of character.

The most exciting thing about the game though, gimmick or not, is its legitimacy within the whole Matrix scheme. Fans of the film (and come on, who isn't?) will gain a much better appreciation of some of the more subtle references that will be thrown at us this year through the Animatrix and film projects, by playing through the game. Time for some ping pong already!

■ TYPE: Action ■ PUBLISHER: Infogrames  
■ LAST PREVIEWED: PSW 9 ■ ETA: May



LEAP OF FAITH That's the way to extinction.



ENTER THE SCREENSAVER Pipes version 2003.



UNORTHODOX POSITION #45 Not even the Kama Sutra explains this one.



GENEROUS HAIRSTYLE I can count at least eight appreciative ant colonies.



WHAT A SURPRISE The police brutality continues, virtual or not.



WHAT A WANKER The gloves, maybe. Suit, yeah that's okay. Glock, fine considering the circumstances. But those glasses...outrageous.



POLICE BRUTALITY The police believe imitation red crocodile skin outfits deserve maximum punishment. Clearly, she doesn't agree.



**"CRASH! BANG!  
WALLOP! WHAT  
A DERBY!"**







# DESTRUCTION DERBY ARENAS

WHEN DESTRUCTION DERBY FIRST HIT PSONE, IT CATAPULTED CAR GAMES INTO A REALM OF METAL SHEARING FANTASIES FULL OF HIGH-SPEED ACTION AND MULTIPLE CAR PILE-UPS. EIGHT YEARS, TWO SEQUELS AND THREE MILLION SALES LATER AND THE BIG DD IS FINALLY SET TO MAKE ITS DEBUT ON PS2. FIND OUT WHAT'S CHANGED AS WE SLIP BEHIND THE WHEEL OF THIS YEAR'S BIGGEST CRASH AND SMASH RACING GAME...

| TYPE DRIVING                                    |
|---|
| PUBLISHER SONY                                  |
| GAME GLANCE                                     |
| / 20 crazy characters                           |
| / 20 madcap courses                             |
| / 1 deranged Derby!                             |
| SEE IT ON DVD                                   |
| / Fenders get bent                              |
| / Bumpers get bumped                            |
| / There's a whole dam lot of crashing going on! |

## WANT TO KNOW WHAT THE BEST

thing about video games is? It's that everybody has fun and nobody gets hurt. Nobody goes to jail for murdering terrorists in *Metal Gear Solid 2*, nobody ends up a zombie from getting bitten in *Resident Evil* and nobody ends up paralysed from the neck down after driving into a brick wall at top whack in *Destruction Derby*. And that's a good thing, obviously, because *Destruction Derby Arenas* is packed absolutely chocker with the craziest, barrel-rolling, fender-bending stunts and crashes this side of a particularly enthusiastic episode of *Starsky & Hutch*. Even

the nastiest ten-car pile-up followed by a tumble off the edge of a bridge into a fiery pit of molten steel below can't do you any actual physical harm. And therein lies the fun.

But then that's what the *Destruction Derby* games have always been about — carnage-heavy fun, and this latest addition to the franchise from development team Studio 33 promises to be exactly that, keeping the same racing and smashing ideology of the original PlayStation games and updating it with a fresh new look, more cars, more tracks and, ultimately, more destruction.





## LET'S GO MR DRIVER

MEET THE MAIN MEN OF DESTRUCTION DERBY ARENAS.

### DRAVID FORTUNE

Fortune's life story is one of boom and bust. A child from an affluent California family, he wanted for nothing, but an addiction to gambling and a conviction for kerb crawling in Las Vegas brought his easy life clattering down around his ears. Now he's back with a self-made fortune and a spot on the *Destruction Derby* tour. Long live opportunity!

#### IN THREE WORDS:

Compulsive, Hedonistic, Ambitious



### CADENCE

A talented young Canadian driver, Cadence's appetite for winning is matched only by his twisted desire to inflict and receive severe pain – not the most appealing aspect in a friend, but the ideal credentials for a competitor on the *Destruction Derby* circuit. A true endorphin addict, Cadence isn't happy unless he's winning a race or causing a major accident.

#### IN THREE WORDS:

Cruel, Quiet, Dangerous



So here it is then: *Destruction Derby: Arenas* in all its automobile wrecking glory, completely updated for PlayStation2 and roaring to go. And despite being just some 40% complete, we've already been treated to an exclusive playtest of it and first impressions are that PS2 *Destruction Derby* is every bit as entertaining as the originals. The racing is all in, the destruction bows are back, bigger and better than ever before, and, most crucially, the huge, spectacular crashes we all know and love are present and correct. Because after all, what's *Destruction Derby* without the big crashes?

### THE DRIVE OF YOUR LIFE

So what's new? Well, plenty, actually, but perhaps the biggest change has been to the overall graphical style of the game. Look around the screenshots and you'll see exactly what we mean. Gone are the colourless tracks and crappy old bangers of the PSone days; now it's all 'next generation' super-colourful scenery, 'Americana' style comic book characters and powerful, throaty-engined muscle cars. OK, so it may take a while getting used to stars-and-stripes festooned Mustangs and pink Cadillacs hurtling round the track, but give it a few laps and everything about *DDA* looks absolutely perfect.

There's also a much bigger sense of personality about *DDA* than its predecessors, thanks to the heaving cast of overstated characters to race against. It's not just you and a pack of faceless drivers out there on the track, now you'll be driving besides the likes of blonde-haired, full-chested Toffee and the smug French aristocrat Sebastien Noire. There are 20

characters in all, each with their own personality, strengths and weaknesses, and while only four of the drivers are available to begin with, all of them can be unlocked by winning races as the game progresses.

The tracks themselves are equally impressive with the same larger-than-life sense sported by both the cars and the drivers, 20 in all – one for each driver – they're an eclectic mix of standard street tracks, indoor arenas (full of pits and spikes of course) and, well, the just plain wacky and crazy really. Take the first track, Airfield, as an example. As the name suggests this takes place on an airport runway, but does that mean *DDA* starts you out nice and easy with long, wide straights and plenty of gentle turns in between? Do us a favour. How about a shortcut that actually goes through the fuselage of a stationary plane? Or a series of figure-of-eight style cross over points where queues of traffic heading in different directions continually plough into each other? Or what about the sight of an oncoming plane bearing down the runway towards you? And that's just the first track.

If nothing else, every track in *DDA* is designed with the sole purpose of producing the maximum amount of carnage possible. The Chinatown course for example – a virtual homage to the hilly streets of San Francisco – regularly delights in sending your car head-on into busy contra-flow traffic, and that's not forgetting the fast moving trams that arrogantly storm across the track in front of you.

It's all in a good cause though, as to get anywhere in the world of *Destruction Derby* you'll need to put equal performance into both racing





and crushing. That's why the main single-player mode, *Wrecking Racing*, features hefty quantities of both and, to be honest, we wouldn't want it any other way.

### FENDER BENDER

Each round of the *Wrecking Racing* competition – there are four in all – consists of three normal races, followed by an all-out battle event in one of the game's demolition bowls, and the aim throughout is simple – score as many points as possible and try to top the league. Unlike most other racing games though, where the majority of points scored depends on your finishing position, *DDA* utilises an accident-heavy bonus point scheme and that generally means as much heinous collateral damage as possible.

For the most part, this involves cannoning into the other cars on the track. Not only does this help to slow them down and allow you to nip past, but more and more points can be scored depending on how far you manage to prang them. Put an opponent's car into a 90-degrees spin and you'll only be rewarded a handful of points, but perform a particularly brutal shunt, perhaps aided by a brief boost from your turbos, and you'll send them spinning through a full

circle or two for a big fat bonus. This can be especially useful in courses such as the Monte Carlo-esque Harbour, which not only looks fantastic, but also features several roads that drop to the side – in this case a marina – thus providing ideal pits to knock your opponents into.

Another method of scoring points is to perform your own stunts and spins. With several courses now featuring ramps and elevated track sections that fall away into mid-air, it's possible to perform huge jumps, barrel rolls and even flips onto two wheels so that your car drives along, James Bond-style, teetering on its side. Again, the more spectacular the stunt performed, the more bonus points are awarded to your driver.

All very well, of course, but we know what you're thinking. Smashing into other cars and jumping off ramps is all pretty cool and stuff, but haven't we seen this kind of thing already in the previous *Destruction Derby* games? Well don't fear destruction fans because *DDA* still has plenty of new tricks hidden up its oily sleeves.

One such appetising new play mechanic is the sheer amount of destructive scenery littering each track, all of which can be driven through for yet more bonus points. One track that thrives on this approach is the LA-inspired South Central, one point of which involves a u-turns round the back of a tyre garage. Swing an early right and not only can you take a short cut through it (and its big, glass doors), but you'll also discover piles of tyres lying around inside, just waiting to be driven through. To make things even more impressive, Studio 33 has incorporated a series of dramatic animations such as collapsing bridges, aeroplanes that come crashing to the >

## LET'S GO MRS DRIVER

THE LADIES OF DDA ARE OUT TO PROVE THAT WOMEN DRIVERS RULE

### LADY CASSANDRA

The racing paddock's rich bitch, Lady Cassandra is a wealthy British heiress whose interest in racing is fuelled by a long running feud with the German racer Danni Brennan, once her team mate and partner, now her most hated rival. Although not a searing talent in the world of *Destruction Derby* she's still a determined and accomplished racer.

#### IN THREE WORDS:

Rich, Determined, Cultured



### TOFFEE

The Anna Kournikova of *Destruction Derby*, this southern belle is one of the most popular drivers on the circuit; not bad considering her suspicious lack of form. Trouble is, driving in such a dangerous event scares poor Toffee to death. She'd leave the sport if she could, but her manipulative sponsors have her beholden to her contract.

#### IN THREE WORDS:

Stunning, Bubbly, Terrified



**“DDA HAS PLENTY OF NEW TRICKS HIDDEN UP ITS OILY SLEEVES”**



## DESTRUCTION DERBY ARENAS

### DERBY DAYS

NEW TO DESTRUCTION DERBY? LOOK WHAT YOU'VE BEEN MISSING OUT ON.



### DESTRUCTION DERBY

This is where it all started, back in 1995 as UK developer Reflections (*Driver*, *Stuntman*) took the standard driving game and infused it with a whole new level of car-crashing fun. Seems a bit rubbish now, but it looked amazing back then. Took quite a lot of stick for its suspect handling and lack of depth, though.



### DESTRUCTION DERBY 2

One year later and the sequel hit our shelves complete with new cars, new tracks, improved handling and a boot full of interesting new features, including pit-stops that let you fix your car mid-race. Despite the improvements, it was still very similar to the first game. A change was definitely needed...



### DESTRUCTION DERBY RAW

A new millennium (the year was 2000) and a new development team in the shape of Studio 33 meant a completely revamped game with a stack of new racing modes and a new three-dimensional damage system. It sounded complicated, but in reality it just meant bigger and better crashes!



ground after having their landing gears knocked out and – our favourite – a petrol garage roof that shatters into a thousand tiny pieces when any driver feeling idiotic enough manages to knock down all three of the support pillars standing out on the forecourt.

### BOWLED OVER

Despite the change in focus from racing for position to simply staying alive, the game mechanics work exactly the same for the destruction bowls. It may be 20 cars driving around an arena in an attempt to be the last car standing, but it's still a race to see who can cause the most damage on the track.

The first bowl you'll come across in this respect, the Coliseum, is a good example of what potential DDA players can expect when it comes to the all-out destruction events. Fields of spikes that randomly shoot out of the ground, panels that catapult cars up into the air and a central pit from which there's no escape are just some of the obstacles on offer and although we're not allowed to reveal them yet, the later bowls promise to be even more deadly and devious.

Oh, well, since it's you lot, perhaps we can tell you a little bit more – but only if you keep it quiet that the second bowl takes the form of a giant engine, complete with pistons that shoot up into the sky and large areas of floor that disappear without warning. Not forgetting, of course, that there are 19 other cars out there to contend with, all trying to total your car as well.

To help you out in these dangerous driving grounds, there are a number of power-ups on offer that can be driven over to help improve your

vehicle. As well as repairing any damage you may – or more likely will – have sustained, you can also grab yourself brief moments of invulnerability, turbo boosts and position-boosting bonus points aplenty.

The opportunities to enhance your car go way beyond simple power-ups, however. Each character has the option to upgrade seven different components of their vehicle (tyres, bonnet, bumpers etc) through a series of eight stages of development, each, making a staggering total of, umm, hundreds (probably – maths isn't our strong point) of different car set-ups for each individual character. And how do you purchase these upgrades? By smashing into other vehicles, of course, with the more spins you send your opponents into, the better the upgrades you can unlock.

As you improve your auto, you'll see new bumpers and boosters physically appear on the car models, giving you a visual indicator as to how powerful it's become. Likewise, the more







damaged your car gets, the closer to the scrap heap it starts to appear on screen. Bumpers crumple, doors fly off, panels buckle and steam starts pumping out from underneath the bonnet. In fact, there's nothing quite as satisfying as flying past a back-runner and laughing at its battered frame as it limps along, belching smoke (although it's equally embarrassing to find yourself in a similar position, with only two wheels left as you desperately try to roll over the finishing line).

## THE FAST AND THE FURIOUS

By far the most important update to the Destruction Derby franchise, however, is that DDA is the first game in the series to go online. Up to 15 other people can be raced across the internet, providing you've got all the kit of course – a broadband connection and Sony's forthcoming online Network Adaptor – and once hooked up, DDA promises all the aspects found in the standalone game plus some exciting new online-specific modes such as 'Capture the Trophy' and 'Pass da Bomb'. Not that we know anything about them beyond the names, but they do sound cool.

Even if you're not all broadband-ed up yet, you can still enjoy multiplayer DDA in split-screen-o-rama vision with up to four players in destruction bowl mode and two in the standard races. Still, that way you'll miss out on chatting to other gamers through the PS2 communication headset that DDA is all set to support and let's face it, you're not going to want to miss out on that now, are you?

So it's all looking rather bright for the Destruction Derby franchise. A bold new style

that perfectly suits the manic gameplay, fully fleshed out characters to race against, a stronger emphasis on smashing absolutely everything to bits and for the first time ever, a full Online game mode – what more could a driving fan want?

Any issues? Well, we're not utterly convinced by the handling yet, or the wobbly artificial intelligence of some of the other drivers for that matter, but this is still a game that's very much work in progress and these problems are set to rapidly improve over the coming months. There's also the unfortunate lack of the entertaining 'Smash4\$' – that's smash for cash for those not in the know – mode seen in the previous Destruction Derby games and few options beyond the Wrecking Racing itself, but, again, Studio 33 promises more surprises and improvements in the coming months. All things considered, that makes DDA a title that's definitely worth keeping an eye on.

/ MARK ROBINS

## FIRST OPINIONS

## PSW

It's been a long time coming, but developer Studio 33 looks to be pushing all the right buttons with this new entry into the much loved Destruction Derby series. The bright, colourful graphics and heavy emphasis on characterisation are welcome new aspects, while the racing and the smashing look to be just as satisfyingly manic as before. With a set of solid online options also included, this could see a return to the top for the long-running franchise.

## THE PIT BOSS

A FIRESIDE CHAT TO NICK KOUFOU, STUDIO 33'S COMPANY DIRECTOR.

**PSW: WHY HAS THE SERIES TAKEN SO LONG TO REACH PS2 AND HOW LONG HAVE YOU BEEN WORKING ON THE GAME?**

**NK:** Studio 33 has been working full-time on DDA for over two years now. We had to make sure that DDA would carry on the tradition of an excellent franchise, one that stands out against the overcrowded racing/driving genre. During these last two years we've implemented a plethora of innovative features and technology to justify the 'next gen' tag.

**PSW: GIVEN THAT DDA IS SET TO BE THE FIRST PS2 ONLINE RACER, WHAT ELEMENTS DO YOU THINK WILL ENTICE TRADITIONAL OFFLINE GAMERS INTO THE WORLD OF ONLINE GAMING?**

**NK:** DDA is an easy game to get into; even the Online mode has been kept intentionally simple to not intimidate online virgins. Once you've experienced how much fun smashing you mates to bits is in split-screen, you'll have a hard time resisting the temptation of proving your worth against opponents from all over the world. The existence of online-only game modes will also lure players to the online world.

**PSW: WILL THE FEROCIOUS DAMAGE AND PILE-UPS BE MORE EXTREME? PS2 GAMERS HAVE ALREADY SEEN THE LIKES OF BURNOUT 2 WITH ITS SPECTACULAR CRASHES.**

**NK:** In DDA, ferocious damage and relentless crashing is the name of the game. The fun never stops, even when you've lost a wheel and your doors. You get nowhere without driving, turbo whining, into a pack of cars. In other words, pile-ups are a necessity rather than a hindrance.

**PSW: WHAT TYPE OF VEHICLES WILL BE AVAILABLE AND HAVE YOU INCLUDED ANY 'WACKY' SECRET VEHICLES OF DESTRUCTION?**

**NK:** DDA cars have been influenced by a variety of cars ranging from old Ford Mustangs and Dodge Chargers to modern day Toyota Supras and Nissan Skylines. Wacky secret vehicles do exist, but you'll have to play the game to find out what they are.

**PSW: WHAT OTHER RACERS HAVE YOU LOOKED TOWARDS FOR INFLUENCE – OBVIOUSLY THE VISUALS OF GAMES SUCH AS GRAN TURISMO 3 HAVE UPPED THE ANTE IN TERMS OF EYE-POPPING BEAUTY?**

**NK:** We've had a look at pretty much every driving game there is out there. From Burnout to GTA, Wreckless, Gran Turismo and the others.

**PSW: ON A SCALE OF 1 TO 10, JUST HOW SHINY WILL THE CARS IN DDA ACTUALLY BE?**

**NK:** From 'my eyes are hurting please give me a pair of sunglasses' to a 'yuk! I could spell "I need a wash" on the bonnet'.

**PSW: WHAT PART OF THE GAME ARE YOU MOST PROUD OF, THE KIND OF ACHIEVEMENT YOU WOULD PERHAPS RAISE AT COCKTAIL PARTIES OR MENTION TO YOUR DAD?**

**NK:** It's too hard to pick a certain part of the game I am most proud of. Everybody who has sweated over DDA has done a fantastic job.

**PSW: WE KNOW THAT AMERICANS LIKE TO SMASH AND BASH CARS MORE THAN UK FOLK, SO DOES THIS MEAN THAT DDA WILL BE AIMED MORE AT US GAMERS?**

**NK:** Even if Americans are more accustomed to stock car racing or just driving badly, I think the UK folk will be more than capable of teaching them a thing or two about the art of automotive mayhem online.

**PSW: WILL THERE BE A STUNT CREATOR MODE WHERE GAMERS CAN SAVE COURSES TO MEMORY CARD AND POSSIBLY TRADE ONLINE?**

**NK:** Oops, I knew we forgot something! We do have another mode that we'll be able to talk about later.

**PSW: FINALLY, WHAT ARE THE MOST COMMON VEHICLES THAT THE TEAM USE TO TRAVEL TO WORK AND, COLLECTIVELY, HOW MANY WRITE-OFFS HAVE YOU BEEN ABLE TO PRODUCE BETWEEN YOURSELVES?**

**NK:** This team has mainly been responsible for the rise of insurance premiums in the last two years. We've written off hatchbacks, people carriers... even a bicycle. We've smashed up a Beemer, a Merc, a Lotus, a Land Rover, a removal van and the list goes on and on....



GameCube

Xbox

PC

PlayStation

Game Boy Advance

PSP

# YOUR GUIDE TO THE FUTURE OF GAMING AND BEYOND!

# HYPER»

AUSTRALIA'S GAMING AUTHORITY



# REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

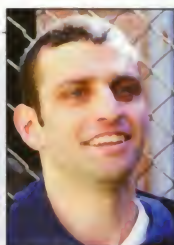
## MEET THE TEAM

HELLO, WE'RE THE TEAM, AND WE'RE PLEASED TO MEET YOU, TOO.



/ JACKSON GOTHE-SNAPE EDITOR

**Game of the month:** *War of the Monsters*. Roar!  
**For what does the soul burn:** Apart from a better picture, higher pay and an official wireless PS2 controller, it's all *Soul Calibur 2* babee!  
**What *Def Jam Vendetta* means to you:** Breakfast this morning.



/ JOHN DEWHURST WRITER

**Game of the month:** Not *Mystic Heroes*.  
**For what does the soul burn:** I'd like to say freelance work, but then again, sometimes I'd prefer to play more than write.  
**What *Def Jam Vendetta* means to you:** Marmalade.



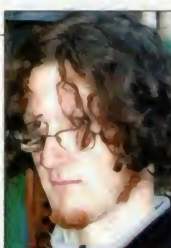
/ TIMOTHY C. BEST WRITER

**Game of the month:** *Ice Nine*. It's coming.  
**For what does the soul burn:** An interview with excitable programmers.  
**What *Def Jam Vendetta* means to you:** Less than you might think.



/ MIKEY FOLEY WRITER

**Game of the month:** *Bloodrayne*. It's the girl.  
**For what does the soul burn:** Create-a-cheerleader mode in *Pro Evo*.  
**What *Def Jam Vendetta* means to you:** There was this girl once...



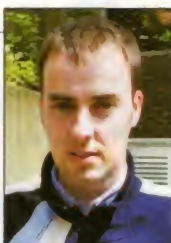
/ DANIEL STAINES WRITER

**Game of the month:** *Shinobi*.  
**For what does the soul burn:** An oversized novelty red scarf.  
**What *Def Jam Vendetta* means to you:** It's hard to avoid mentioning the scarf really.



/ MARCH STEPNIK WRITER

**Game of the month:** *Jurassic Park: Op. Gen.*  
**For what does the soul burn:** Um, *Soul Calibur 2*?  
**What *Def Jam Vendetta* means to you:** There was this guy at primary school called Jeff Damm. He got picked on a fair bit. Isn't it obvious?



/ GARY CUTLACK WRITER

**Game of the month:** *Xenosaga*.  
**For what does the soul burn:** Style over substance. Don't tell Jackson though.  
**What *Def Jam Vendetta* means to you:** A project from a splinter team formerly working on *Die Hard Vendetta*.



/ STEVEN WILLIAMS WRITER

**Game of the month:** *Splinter Cell*.  
**For what does the soul burn:** Multiplayer espionage. I can dream can't I?  
**What *Def Jam Vendetta* means to you:** Datswhadimabut2do2yooobiznitch!

## THE SCORING SYSTEM

### PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE ALL YOUR GAME PURCHASING DECISIONS SIMPLE. HERE'S HOW WE TRANSLATE THOSE NUMBERS TO DEFINITIVE ADJECTIVES.

|    |                    |
|----|--------------------|
| 10 | ESSENTIAL          |
| 9  | BRILLIANT          |
| 8  | GREAT              |
| 7  | GOOD               |
| 6  | DECENT             |
| 5  | AVERAGE            |
| 4  | POOR               |
| 3  | BAD                |
| 2  | BLOODY RUBBISH     |
| 1  | AVOID AT ALL COSTS |



### PSW GAME OF THE MONTH

The Game of the Month Award is precisely what it says, the title that in PSW's opinion is the essential purchase of the month. In the event of multiple games receiving the same score, we simply pick the one we think is the must-have option if you can only afford one game a month. Go and buy it now. Run!



### PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. So if you're a fan of this particular type of game, then you'll be more than happy with this purchase. Simply, if you like this type of game, you 'must buy'. Clever eh?

## REVIEW CONTENTS



### PS2 NEW RELEASES

- 50 TOM CLANCY'S SPLINTER CELL
- 56 SHINOBI
- 58 ISS 3
- 59 VEXX
- 60 DARK ANGEL

- 60 BEN HUR
- 61 MYSTIC HEROES
- 61 G1 JOCKEY 3
- 62 DEF JAM VENDETTA
- 66 JURASSIC PARK: OP. GENESIS
- 68 PRIDE
- 69 GALERIAN
- 70 DAKAR 2
- 70 ZAPPER

### PS2 PLATINUM

- 71 FINAL FANTASY X
- 72 GT CONCEPT





SO DARN PRETTY Some of the lighting is awesome.



SPOTTED! Hide and seek always turned nasty.



VAN MAN Sam ticks off his accomplice for being late.

Interact

FWD COMM

Reach extraction.



TAKE THAT GEEK A foreign nerd, about to get wasted.



UNCLE SAM Stylish as he looks, he's still a burger-munching nerd.

# SPLINTER CELL

PS2 WELCOMES THE MOST SECRET AGENT SINCE SOLID SNAKE, BUT WILL SAM FISHER REALLY BLOW US AWAY?



TYPE ACTION ADVENTURE

PLAYERS 1

OUT NOW

PUBLISHER UBI SOFT

PRICE \$99.95

DEVELOPER UBI SOFT

### TOM CLANCY WRITES BOOKS.

Books about terrorists and the people employed to kill them. He doesn't do anything else

(although he used to be an insurance broker, but we'll forgive him that slight indiscretion). He wears a US Navy hat, a US Air Force flying jacket and Ray Ban Aviators. He even has an ex-army tank in his garden that he likes to drive around at weekends. Essentially, he's a mawkish, flag-waving nonsense of a man obsessed with global violence and socio-political crisis. But while his "thrillers" make for vastly stupid novels, they do, luckily, translate into perfectly playable action games. Err, providing you don't count the forgettable *The Sum Of All Fears* of course, or the so-so *Rainbow Six* games. In fact, thinking about it, the only real success on PS2 that old Clancy can celebrate so far is the good-but-not-quite-that-mind-blowing action strategy blast *Ghost Recon*. But that's all about to change because the biggest Clancy game yet is finally on PS2 and it's really rather keen to let everybody know just what a major player it is.

We are, of course, referring to *Splinter Cell* – well, obviously; this is a review of said game after all – and there's no denying that it's a massively hyped title. Already proving to be something of a

'hit' on other platforms, Ubi Soft's take on counter-terrorism has been drawing attention to itself from the moment it was first announced like Fairy attracts grease. But this is PS2 we're talking about. You can't just come around here, acting all tough and waving your weapon about, especially when a certain Mr Solid Snake is currently doing the rounds with his newly improved *Metal Gear Solid 2 Substance*. *Splinter Cell* is going to have to be something pretty special if it wants to convince us that it's the new daddy on the block



HE'S SO SMOOTH Come on girls, it's the black, isn't it?





and that's no easy task.

But anyway, we digress. Enough of this wanton speculation and back to the matter in hand, so for the benefit of all those readers who've missed out on the three million or more *Splinter Cell* preview pages that have been doing the rounds these past six months or so, here's the story: Sam Fisher is a nice lad. He's the sort of person who doesn't say much at parties. Quiet and reserved, that's our Sam. But just like Clark Kent, or Jamie and his magic torch for that matter, Herr Fisher leads a double life. Unassuming by day, Sam turns into something altogether different at night: a vicious killer trained by the CIA and the Navy SEALs to infiltrate enemy installations and brutally murder everyone, which just goes to show how wrong you can be about people these days.

Fisher is a member of Third Echelon, a unit commissioned by the US's National Security Agency to glean information on those that

threaten God, truth and the American way, whatever that may be. Fisher is a Splinter Cell. Officially he doesn't exist. He's armed with a level of technology and weaponry capable of causing blushes aboard the Starship Enterprise. He's the ultimate product of American hawkism. He's the absolute definition of the term "covert agent". He's James Bond to the power of 14. And then some. And what it all boils down to is sneaking unseen around terrorist buildings, bases and bunkers in order to protect the innocent by shooting unsavoury characters in the head (actually there is a story about a crazed Georgian president in there as well, complete with plenty of global war and internet terror, but we'll spare you the Clancy-esque details).

#### TRIP THE LIGHTING FANTASTIC

So where do we start? Well given that it's one of the strongest selling points of the game how about the graphics? *Splinter Cell* has a fascination with lighting and shadow that



## CELLING OUT

**HA! LOOK AT ALL THE COOL STUFF THAT'S EXCLUSIVE TO THE PS2 VERSION!**

One of the benefits of getting a game a bit later than everybody else is that it gives the developer time to iron out all the crap bits that were in the original version and shoehorn in loads of extra new exclusive features, which is exactly what's happened with the PS2 version of *Splinter Cell*. Hurrah!

For a start there's been a change to the way the menu systems in the game work so that everything is now far more instinctive. So now when you go up to an entrance you're offered door-related options like 'open', or 'use optic cam' instead of having trawl through endless reams of item menus. There are also new graphical effects not seen before such as heat haze, reflective surfaces and focus blurring, as well as some funky new weather effects. But these are just details, we want new content and new content we've got, thanks to the all new Powerplant mission, complete with four exclusive new levels. There are additional gadgets to play with such as the binocular vision headset and 30 minutes of fresh cinematics including a brand new four-minute long introductory movie. Worth the wait? Not really. But we appreciate the effort.





## SPLINTER CELL STRIPPED

SPLINTER CELL'S CUNNING MENU SYSTEM LAID BARE.



1/ Here's a typical *Splinter Cell* scene with the man Sam himself slowly creeping up on an unsuspecting guard. In truth, the poor chap never had a chance as by crouching, moving very slowly and sticking to the soft carpet Sam makes absolutely no noise on his approach. Had he charged in, standing tall with his gun out it might have been a different story altogether. Still, it just goes to show it never pays to be an evil villain's henchman.

2/ One of the biggest and most welcome additions to the PS2 version of *Splinter Cell* is the redesigned, context-sensitive interface that pops up whenever you're near a useable object or item. The options you get are always relevant to the the given situation – open door, or carry body for example – and sometimes you're given a choice which can be browsed through by holding down the X button. It's a great way of simplifying the action.

3/ This is Fisher's energy bar and while it may look big in this picture, this is a Tom Clancy game so realism is key. If Fisher takes just a few hits from an enemy's gun this bar starts disappearing with frightening speed. Thankfully spare medical kits are often found lying around. Notice the laptop at the back as well? Fisher can log on to any computer he finds to download extra information on the mission he's currently undertaking.

4/ Info central or what? At the bottom you've got your current weapon indicator along with how much ammo it's carrying (no sense reloading mid-battle) while at the top you've got a series of icons that flash up to indicate whenever Sam gets a new mission objective or vital piece of information. In between them however is the light meter and this is vital. Keep to the shadows and keep the bar in the black otherwise you'll be spotted at every turn.

/ GUIDING FISHER PAST A BACK-LIT VENTILATION SHAFT PRODUCES, WHILE NOT AN ACTUAL SHUDDER, AT LEAST A CERTAIN STIRRING OF EXCITEMENT /

goes beyond anything seen in a videogame before and that means a huge selection of impressive lighting effects. After all, that's what *Splinter Cell* is essentially: an exercise in searching out patches of shadow to stay hidden in while stealthily avoiding anywhere that's brighter than the glow produced by an average candle.

For the most part, PS2 *Splinter Cell* pulls it all off beautifully – guiding Fisher past a back-lit ventilation shaft for example produces, while not an actual shudder, at least a certain stirring of excitement – but even though it's impressive and noticeable, it does come at a price. Shifting that much light and shadow round the screen is something of a task for the PS2 so in terms of the graphics themselves – the other characters and the environments – things aren't quite the photo-realistic nirvana we've come to expect from other versions of the game. Nor does Sam move with quite the fluidity we might have expected either. In fact, if we were being really harsh we'd point out the



LOCATE ALREADY Okay, maybe you've just got time to lay one.





BLACK Look at the  
n his suit! Look at it!



SEEN TO BE GREEN Ideal for  
people with three eyes.



WHAT A DRAIN A drain pipe makes a handy escape route.



CARRIED AWAY Best to hide those bodies somewhere.

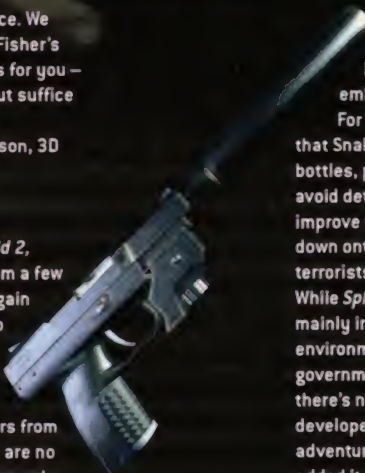
superior quality seen in any number of other PS2 games (erm, like *MGS2* for example), but then we'd be failing to highlight the impressive amount of detail that's been packed into the game. Whether it's character faces, locales, weapons or Sam's snazzy, pocket-strewn rubber gimp suit, detail and realism is the key to *Splinter Cell*'s violent charms. It may look a bit rough round the edges in places, but compared to *Tenchu: Wrath of Heaven*, *Splinter Cell* is pure retinal opulence.

But that's no surprise as excelling is something *Splinter Cell* seems to do with ease. The gameplay, for example, is ingenious, combining more moves than Jackie Chan and Jet Li know put together with a stunning arsenal of weapons and gadgets. Fisher crouches, dangles and shimmies, backs up to walls and sees in the dark using his crazy green goggles. He can see heat (à la *Predator*), jam radio signals and look under doors with a medical-style camera-on-a-stick. He can fire flares, grenades, sticky bombs and even small

cameras for long-distance surveillance. We won't go into the entire repertoire of Fisher's inventory here to save spoiling things for you – besides, we don't have the space – but suffice to say *Splinter Cell* is nothing if not a comprehensive overview of third-person, 3D action gaming to date.

#### SNAKES ALIVE!

The comparisons with *Metal Gear Solid 2*, however, are blatant. We've made them a few times already and we'll make them again before the end is out – it's hard not to – but while Kojima's masterpiece struggled under the burden of one of the most pretentious plots ever conceived by man, *Splinter Cell* suffers from no such middlebrow nonsense. There are no terminally long cut-scenes to wade through here, or endless conversations about the politics of nuclear disarmament (most are actually rather short and usually involve some poor sap staring down the business end of



Fisher's pistol). Even so, *Splinter Cell* is a categorical homage to the Konami classic and almost embarrassingly so at times.

For example, here are a couple of things that Snake and Fisher both like to do: smash bottles, pick up corpses, drag bodies around to avoid detection, slow their heart-rate to improve their sniping ability, drop from ledges down onto unsuspecting bad guys, grab terrorists from behind and creep over oil rigs. While *Splinter Cell* does add ideas of its own, mainly in the inclusion of grimy, real-world environments like an abandoned restaurant, a government embassy and urban streets, there's no getting away from the fact that the developer looked at Solid Snake's latest adventure, looked at its Tom Clancy license, added it all together and invented *Splinter Cell*. That's what happened. It's written all over it.

Then there's the level of difficulty. Let's be absolutely clear on this: *Splinter Cell* is harder than Ron Jeremy on viagra. Do not buy this >



THE HUMAN FLY Floor burned away? Then use the ceiling.



THEY'LL NEVER CATCH ME! Fishers bids a hasty retreat.



NIGHTY NIGHT! Back to sleep boys... permanently.





## / AT TIMES YOUR HAND-EYE CO-ORDINATION SKILLS NEED TO BE ASTRONAUT GRADE TO GET THROUGH THE LEVELS /

game if you don't like the idea of replaying sections over and over (and over) again as you devise strategies for getting past swarthy, stereotypical terrorists only to get shot in the head repeatedly. If you waded in with your gun ready and primed you'll be full of lead faster than it takes to boil eggs. Much faster. Better to stick to the shadows where your foes will find it much harder to return fire when they can't actually see where your shots are coming from.

Contributing to the truly testing play is a complex control system. Movement works perfectly using the twin joystick set up that's now the norm for most third-person games but activating all Sam's special moves requires an

instinctive knowledge of the button set-up. At times your hand-eye coordination skills will need to be astronaut grade to get through the levels. Success in *Splinter Cell* means mastering climbing, jumping, sliding down ropes and poles, crawling hand-over-hand on beams (with either legs up or down), shooting, using gadgets and generally slotting into places where more portly people simply wouldn't be able to fit. Even with the training level that introduces you to such aspects as the 'conceal-o-meter' (which is basically a simple gauge showing how exposed you are to any nearby guards), things take plenty of time to get used to.

Another complication is the camera, which happily swings about – sometimes more than is strictly necessary – in a full globe around Fisher, making *Splinter Cell* a highly challenging 3D puzzler requiring more than it's fair share of input from the old grey matter. This is not a beginner's game. In fact, even seasoned veterans will be racking their brains after a while. If you have an aversion to hardcore stealth gameplay our advice to you is: stay away because chances are *Splinter Cell* ain't your thing.

### SPLINTER HELL

Other rubbish stuff: Fisher sounds like the

## EYE SPY

EVERY GOOD AGENT NEEDS SOMETHING TO PEEP UNDER, OVER AND EVEN THROUGH THE WALLS.



#### 1/ FIBRE OPTIC CAM

Also known as 'the business', this little cable-shaped beauty can be pushed under any door or through any gap for a sneaky peek of everything that lies beyond. Very useful for spying on the guards.



#### 2/ NIGHT-VISION

Or 'Black & White' mode as it's commonly known. It might look like grainy CCTV camera footage from the local corner shop but it's probably the most useful tool you've got. Use it or lose it. Your life that is.



#### 3/ THERMAL IMAGING

This device spots any heat-source in the nearby vicinity, even if it happens to be hiding behind doors, walls or, in the case of mines, under the floor. You're not safe anywhere Mr Terrorist; we know where you're hiding.



#### 4/ SNIPER SCOPE

*Splinter Cell* is more about staying hidden rather than face-to-face combat, but this long-range riflescope is perfect for taking out the enemy undetected. Shooting people in the back: now that's how men fight.





UNCLE SAM Fighting for truth, justice and the American way.

ubiquitous Hollywood movie trailer man. Why? Because *Splinter Cell* is set in Tom friggling Clancy's insane "universe", that's why. On Planet Clancy men are men, America is brave and all terrorists are fanatics from somewhere right of London hell bent on the complete destruction of global liberty, because that's what all terrorists want. His characters say things like, "Get me the president!" and at every single opportunity all efforts are made to appeal to the guttural, grating patriotism so prevalent in the modern West. To whit, Sam Fisher is made to sound like he's got a 40-a-day Marlboro Reds habit because he's a man that shoots people and that's what men who shoot people sound like. Which is about as intelligent as repeatedly punching yourself in the groin. OK, so *MGS2* laid its anti-war message on a bit thick at times, but there was a certain Japanese-style reserved charm throughout that *Splinter Cell* is sadly lacking.

There are also a few moments when the behaviour of the enemy is nothing short of bewildering. Why is it you can creep within a few metres of a guard and he won't blink an eyelid but half an hour later he'll discover an unconscious guard you've hidden in the darkest corner of a disused storeroom and go off and raise the alarm? What's even worse is you might not even realise what's happening at first and then spend ages trying to discover what caused the alarm, only to have to go right back to the beginning of the level again to investigate.

So *Splinter Cell* gets an eight out of ten. There's no doubting that it's a great game, and in terms of scope it consistently outdoes *MGS2*

with a far broader range of moves, gadgets and ways of approaching the task of sneaking past the enemy, but the sheer complexity of *Splinter Cell* will leave less adept players confused. Some will love the thrill of getting to grips with such a versatile character, but others will be truly flummoxed. Nor is it as graphically stunning as we were hoping for, but then again it's chock full of detail so it's only one mark off for the execution, because for the technically minded this is pretty astonishing stuff from a gameplay point of view.

But blame the baleful employment of stereotypes or the bewildering case of stars and stripes fever for the other lost mark because *Splinter Cell* is profoundly guilty of both. It's not big, it's not clever and it's certainly not likely to gain you any favours around here Mr Fisher. Not that we're political or anything like that, of course.

/ DAVID WILDOOSE

## VERDICT

PSW

### UPPERS

- Excellent gadgets
- Stacks of cool moves
- Nice light and shadows
- A solid challenge

### DOWNERS

- Too hardcore for some
- Graphics not 'stunning'
- Grating US patriotism
- *MGS2* by any other name?

GRAPHICS - Nice lighting but we expected more

7

SOUND - Moody ambience, gruff voiceovers

7

LIFESPAN - Big tough levels will keep you going

8

### OVERALL SCORE

At the risk of Sam Fisher snapping it, we'll stick our neck out and say that *Splinter Cell* is very good, but not quite the Solid Snake strangler we were hoping for.

8





**WICKED WALLRIDE** Thankfully the windows are only painted on.



**DON'T JUMP!** The game's not that bad man.



**SURE, HE'S GOOD** But a simple yank on that novelty scarf should at least put him in a spin.



**YOU BEAUTY** Not a scene from American Beauty.



**THE RETURN** Shinobi is indeed oh so back.

# SHINOBI

SHINOBI - IT'S BEEN A WHILE COMING, BUT SEGA'S OLD SCHOOL CLASSIC IS BACK. TIME FOR SOME SLICING AND DICING, AND ACCESSORISING WITH OVERSIZED NOVELTY SCARFS...

| TYPE      | ACTION  |
|-----------|---------|
| PLAYERS   | 1       |
| PUBLISHER | SEGA    |
| DEVELOPER | O WORKS |

## IT IS A WIDELY KNOWN FACT

around the PSW office that I have a predilection for, shall we say, treating my video game equipment in a rather insensitive way. Basically, I break control pads. I break control pads a lot. I break control pads when I lose at games, I break control pads when games don't work properly and I break control pads when I turn the console off and realise I forgot to save my progress. I break control pads by throwing them against the wall most of the time, but it's not unheard of for a control pad to go flying out of my apartment window in the early hours of the morning. You probably think this is a joke, but I assure you it's not. There's a box in my cupboard full of broken joypads from almost every game system ever released. The ones from the original Sega Master System lasted the longest. They made 'em tough back then.

## HARD LUCK NINJA BOY

How is this at all relevant to Shinobi? Well, if you've been paying attention to all the reports coming out of the US and Japan, you'll know that Shinobi has already garnered a reputation among veteran gamers as being – how shall we this? – really f\*\*king hard. So much so, in fact, that Jackson literally laughed in my face when I volunteered for this review. "Ha ha ha," he said. "Sure you can have it, but I can't be held responsible if you break your PS2 or TV. Maybe

you should play it in a padded room. Ha ha ha." [It's all true! – Ed.]

Well, I'm happy to report that the joke's on him and everyone else who participated in the office betting pool: I didn't break a single control pad while playing Shinobi. That doesn't mean that all those reports from overseas are wrong – this is easily one of the most difficult and frustrating games you'll find on the PS2 – but the kind of frustration it revels in is not the type that inspires anger or violence



in the victim. It's the kind of frustration that anybody who's played the original 80s arcade game would be all too familiar with. The ingredients for every single level in the entire game are as follows: one big area full of dangerous traps, one army of seemingly endless enemies, one extremely well armed ninja and one chance at survival. If said ninja dies, then it's all the way

back to the start of the level to try again. It doesn't matter if you're right at the start or right at the very end: if you die, you'll be doing it all at least one more time. This, unsurprisingly, is where the frustration comes in.

But it's a good frustration. You see, because death in Shinobi is usually a matter of almost making that crucial jump or almost beating that last gang of zombie dogs, one always feels close to success and so repeated attempts are almost certainly inevitable as a result. Within reasonable bounds, constant failure becomes something of an addiction and you'll find yourself refusing to drop the control pad until you've overcome all obstacles impeding your progress. At one point, we actually spent a full two hours trying to best what is indisputably one of the hardest bosses in video game history. We won't ruin anything by telling you what he does, but wow – he's a bastard. Eventually we had to call it quits and try again later, but by that time we were simply too exhausted to get angry. So even if we wanted to break things in frustration, we couldn't! Marvellous!

## THE LURE OF THE SOUL

Another aspect of Shinobi that we found supremely addictive is the 'soul-collecting' aspect of combat. The way this works, basically, is that Hotsuma (your protagonist) has to 'feed' his magic sword with enemies' blood or it will begin to quite literally





THE PERFECT GAME? The scarf looks good bowling.



CRATES DRESSED-UP You can never escape the crate.



WHAT'S THIS? I told you the first time. It's not that bad!



BY THE POWER OF SATURN I will kick Uranus!

## NINJA FIGHT!

### HOTSUMA VS. RIKIMARU

There's been a lot of ninja games coming out lately, so we thought it was high time that two of the most famous game ninjas of all time – Hotsuma of Shinobi and Rikimaru of Tenchu – went head to head in a no holds barred ninja fight to the death. Who would win? Well, here's how we saw it playing out:



#### HOTSUMA

PLUS: Can dash around at supersonic speeds.

MINUS: Has soul destroying sword that demands blood under threat of death.

MINUS: That stupid red scarf.

PLUS: Once had a big white dog as a partner. It was cool.

TOTAL: 2

So it looks like Rikimaru scrapes in by a point. No surprise, really. I mean, Hotsuma's just past it, isn't he?



#### RIKIMARU

MINUS: Is slow as a snail sometimes. Can't run on walls.

PLUS: Has normal sword – as well as a crapload of other ninja goodies.

PLUS: Always wears Stylish yet practical ninja attire.

PLUS: Has sexy female ninja as partner. She's hot.

TOTAL: 3

suck the life out of him. Therefore, the player is required to kill as many enemies as possible as quickly as possible – and each successive enemy killed within a certain group powers up the magic sword, hence making huge strings of simultaneous deaths a desirable possibility. The result of all this is that combat is a fast, enjoyable and deliciously violent slash fest that never really stops until a given stage has come to a close.

#### LINES AND UNDEAD GOONS

Not everything is peaches and cream, though – there are definitely some downsides to Shinobi. For one thing, the game is excruciatingly repetitive and relentlessly linear in design. Pretty much every stage on offer is one big series of hallways with some jumps, secret passages and lots of angry undead goons. And combat, while addictive and

enjoyable, is undeniably simplistic and could've benefited from a few moves other than 'press the X button lots'. Oh, and that scarf that Hotsuma is wearing? Crap. What kind of stealthy warrior of the night jaunts about in a bright red scarf longer than his entire friggin' body? Why not just tie a noose around your neck and make it easier?

#### TRY BEFORE YOU ACCESSORISE

At the end of the day, Shinobi is not a game you would want to buy without playing it first. It's classic blend of furious action and frustrating gameplay mechanics make it something of an acquired taste that is perhaps unsuited to those who have had no experience with the old games upon which it is based. Give it a go by all means, but be prepared: it's hard as nails.

/ DANIEL STAINES

/ ONE ALWAYS FEELS CLOSE TO SUCCESS AND SO REPEATED ATTEMPTS ARE ALMOST CERTAINLY INEVITABLE AS A RESULT /



CRAZY AIR-CON How does a simple scarf pull that off then?



ARGH THE PAIN Please no more low-polygon count models!

## VERDICT

## PSW

#### UPPERS

- Old school gameplay
- Furious combat
- Big boss fights
- Ninjas

#### DOWNERS

- Extremely repetitive
- Very difficult in places
- Linear
- That damn red scarf

#### GRAPHICS

• Mostly good. Backgrounds can be drab.

8

#### SOUND

• Excellent old-school music. Dire voice acting.

7

#### LIFESPAN

• Good fun for a while, but too repetitive.

7

#### OVERALL SCORE

Shinobi is a fine action romp that takes the simplicity of the original arcade game and imports directly into your PS2. Give it a go – you might just find it's your cup of tea.

7





THE MAIN MILAN Just don't mention the World Cup.



CAFU FIGHTERS Arguing with the referee is never advisable.



30 YARDS OUT Thank God it's not Seaman in goal this time.

# ISS 3

NO NOT THAT ONE, THE OTHER ONE.

|           |         |
|-----------|---------|
| TYPE      | SPORTS  |
| PLAYERS   | 1-4     |
| OUT       | NOW     |
| PUBLISHER | KONAMI  |
| PRICE     | \$99.95 |
| DEVELOPER | KONAMI  |

## HERE WE GO AGAIN. IT'S TIME

for yet another PSW lesson in the beautiful game. Despite PES and it's wonderful sequel permanently ensconcing themselves within the PS2 hall of fame, quite a few people still refer to it by its previous name. Before making the journey to PS2 it was known as *International Superstar Soccer* on PSone. For some PES still is ISS. Just to confuse matters, the other ISS games that were the sole preserve of Nintendo consoles and developed by a completely different team have now made their way onto the PS2. Thus, this is sadly not the long-awaited third instalment of the best footy series ever, but the third attempt by one of PES's biggest rivals to steal its thunder.

ISS3 has a more arcade-oriented feel than PES, most notably when the players indulge in a bout of ball-flicking trickery mid run. It sticks with the standard PES button combinations, which is a relief, making the game easy to get engrossed in. Although the buttons are agreeably familiar, the actual movement and control feels rather spongy and less precise than PES. There seems to be a slight delay before your commands are carried out, especially when attempting to switch

players. This is made all the more frustrating by the game's lack of an option to choose fully manual player selection.

Sadly ISS3 has no Master League equivalent or club team selection. However, there is a novel Mission Mode where you get to attempt a series of increasingly difficult challenges. Each match requires a certain stipulation to be met before you can win – e.g. scoring from a direct free kick or achieving victory with only eight players – with success being rewarded with points that can then be used to buy different kits, new stadiums or special moves.

ISS3 plays a very enjoyable game of football. It's more immediate with less depth than PES but has some satisfying touches. Player animation is delightful, especially when unleashing a rocket at the goal, and the *Matrix*-esque close up



UP CLOSE AND PERSONAL Zoom in for close-control trickery.



SCOTCH 'N BECKS As the name suggests, all the stars are here.



OKOCHA ME IF YOU CAN The player animation is excellent.

feature isn't just a gimmick. When you're near to goal you can press L1 and the camera will zoom in on the action while slowing everything down. This gives you the opportunity to bamboozle the defence with some close-control trickery before normal proceedings resume. It's a bit OTT but comes in handy in one-on-one situations.

You opposition's intelligence could do with being more consistent, however. Even on normal difficulty players will inexplicably give the ball away one minute and turn your defence inside out the next. This rapid transformation from inept to brilliant is disconcerting, and there's a bit too much use of the type of showboating tricks real footballers would leave for the training ground.

Despite occasional jerkiness ISS3 is a pleasing attempt at the beautiful game, but it's still difficult to recommend over the sublime PES2. In fact, the overall impression is that ISS3 isn't really trying to muscle in on PES's ultra-realism, but rather corner the market currently being fought over by less accomplished titles. If you're after a bit on the side to complement your PES obsession, ISS3 is a nice little mover that will entertain as ably as *This Is Football* and more impressively than FIFA 2003.

/ MIKEY FOLEY

## VERDICT

## PSW

| UPPERS                      | DOWNERS                     |
|-----------------------------|-----------------------------|
| - Stadium announcer         | - Poor commentary           |
| - Nice shot animation       | - Jerky at times            |
| - Mission mode              | - Dodgy player intelligence |
| - All the celebrity players | - Not as realistic as PES2  |

GRAPHICS - Some splendid player animations 8

SOUND - The commentary is still woeful 6

LIFESPAN - No Master League but a novel Mission mode 7

## OVERALL SCORE

It's no PES2 beater but still a pleasant way to boot a pig's bladder into the onion bag. With its arcade stylings it takes on FIFA and nutmegs it with embarrassing ease.

7





# VEXX

AT LAST! A PLATFORM HERO SO BAD HE'S... OKAY.

|  |            |
|--|------------|
| TYPE   | PLATFORMER |
| PLAYERS  | 1          |
| OUT  | MARCH      |
| PUBLISHER  | ACCLAIM    |
| PRICE  | \$99.95    |
| DEVELOPER  | ACCLAIM    |
| SEE IT ON DVD  |            |
| / Jumping, bouncing...<br>/ Running, leaping...<br>/ Collecting stuff etc... |            |

## VEXX HAS GOT ALL THE PLATFORM

game boxes ticked. Environments that change from night to day? Tick. A character with 'attitude'? Tick. "An unparalleled gameplay experience that has yet to be achieved in a platform game... with incredible graphics, non-stop action, immense levels and an engrossing storyline" (according to the blurb that came with it)? Uh, not quite.

Vexx is an Astari, and looks like a cross between Elvis, Wolverine and Bilbo Baggins. It's doubtful you'll know what an Astari is, so we'd better explain that it's a race that's been conquered by a generic dark lord. Thankfully, our protagonist finds a pair of powerful battle gloves, and if you've ever played a game before, or even read a story before, you can probably figure out the rest.

Naturally, Vexx's world has to be explored in all its platform-hopping detail. Although the levels are reasonably lush and well-designed, they have no interest in fooling you into thinking they're real fantasy places. They're really a series of jump-based theme parks, set around trad

platform themes (the first level's a green hill zone, the next is a desert, the third's a swamp and so on). In terms of playability and variety, they're not half bad, with the notable exception of the drab undersea levels, which use a horrible swishy filter that makes you think you're actually watching a blurry internet movie.

Towers, tall trees and waterfalls abound, extending for miles in the air. We have a suspicion that Vexx's designers expect us to be impressed with how far you can see. Maybe back in 2001, when the game was first being designed, lads, but not now – it's just what we expect from a premium title. You pay for the wide-ranging vistas in the quality of objects close up, which often have a slightly fuzzy look to them. The camera's as unreliable as it always is in platformers, but at least you have complete control over it when it wanders off. The epic visuals are sustained by some genuinely powerful music. Snatches of opera twine with the odd drum 'n' bass break, but in a surprisingly atmospheric way. It reminded us of the music from *The Fifth Element*, actually.

Vexx's claw-like battle gloves aren't so much of a power-up as a reasonable excuse as to why he can do all the things platform heroes do – kicking, climbing, swimming... For such a vertical game, Vexx can't jump very far without a shoulder button being held down for a rather awkward super-jump. In fact, our hero doesn't really have a Thing He Does that's particularly special. All the leaping around can get a bit tiresome, too. If he kept a diary, there'd be quite a bit of this: 'Tuesday. Made jump. Failed next jump. Fell very, very far down. Spent a good half-hour climbing back up. Made first jump. Make second jump –

yes! Failed third jump. Fell very, very far...' etc. To be fair there're nods to gameplay variety all over the place. We were particularly struck by the sequence where Vexx enters a painting depicting Astari history and has to hop over it like a 2D obstacle course. Numerous other fun mini-games break up the action, but they won't keep you occupied for very long.

So, Vexx doesn't have the breadth and smug perfection of *Jak and Daxter* or *Ratchet and Clank*, but it's a nice, playable romp with a difficulty level pitched slightly above those two superb titles. Instead of feeling like a brand new recipe, Vexx is more of a gumbo of dishes mixed together without any particular taste of its own. Here's the world's least risky prediction: next year we'll see *Vexx: Legend of the Something* or *Vexx: Something of Mystery*. Wait for that – it might score a bit better.

/ JOFF BROWN



GARDEN VARIETY It's not all jumping, oh no. There's running too.

| VERDICT   |  | PSW |
|---|--|-----|
| <b>UPPERS</b>   | <b>OWNERS</b>  |     |
| <ul style="list-style-type: none"><li>- Nice big worlds</li><li>- Lots of nice quests</li><li>- Nice platform fun</li><li>- It's quite nice</li></ul>                           | <ul style="list-style-type: none"><li>- Infuriating at times</li><li>- Does nothing new</li><li>- Lacks spit and polish</li><li>- Vexx = Scrappy Doo</li></ul> |     |
| <b>GRAPHICS</b>   | - Far away, dreamy. Close up, blurry   | 6   |
| <b>SOUND</b>  | - Excellent cinematic score, thumping effects  | 8   |
| <b>LIFESPAN</b>   | - 60+ objectives, but you won't play 'em again   | 6   |
| <b>OVERALL SCORE</b>  |  | 6   |
| Even without the top-class competition, Vexx still wouldn't be all that. Still, it passes the time and doesn't do anything that annoying. Is that a compliment? We're not sure. |  |     |



# BEN HUR: BLOOD OF BRAVES

OLD FILMS BECOMING GAMES? WHAT'S NEXT – CASTLE WOLFENSTEIN: SOUND OF MUSIC?

|           |         |
|-----------|---------|
| TYPE      | RACING  |
| PLAYERS   | 1-2     |
| OUT       | NOW     |
| PUBLISHER | TDK     |
| PRICE     | \$99.95 |
| DEVELOPER | HAVOK   |

## IF BEN HUR: BLOOD OF BRAVES

were a grown man, it would say this: "Dur dur me no like horsey me go race now." We're in stupid, thoughtless, *Xena Warrior Princess*-mockery-of-classical-civilisation territory here, people. You chariot race through an empty Rome, an empty Egypt, an empty Greece. The way you race is much the same as any other game, except a

double tap of the X button whips your horses and makes them go faster.

When your chariot draws up next to an enemy's on a straight, the clever horses take over the general racing and leave you to engage in some slapstick fighting with the other driver. Beat him up and you'll force him back. There's more of a sense of speed than in PS2's other chariot racer *Circus Maximus*, and at least there's a weapons and spells upgrade system, but there's nothing to keep you playing. There's only just enough to keep us reviewing till halfway down the page, actually.

The best thing you can say about *Ben Hur* – and this goes for *Dark Angel* below, as well – is



**CHARIOTS OF DIRE** The graphics and gameplay lack even the tiniest morsel of imagination.



**HORSES FOR COURSES** We've seen it before in *Circus Maximus*.

that it looks competent. There are no actual glitches or mistakes, and hardly any fogging. Nor is there the smallest shred of imagination. Horses tilt hilariously on banked bends and can be 'steered' into walls, but unlike the film it's named after, they can't be mercilessly slaughtered in the name of entertainment. Oh, and cheers, George Lucas. Your stupid sci-fi series means this just seems like very primitive pod racing. Ha.

/ JOFF BROWN

## VERDICT

PSW

### UPPERS

- Great setting for a game
- Blends fighting and racing
- Feels pretty speedy
- Doesn't offend the eye

### DOWNERS

- Fully bland
- Streets are empty
- Characters lack character
- The racing's just dull

**GRAPHICS** - Matte, angular buildings and odd horses

4

**SOUND** - A mixture of music and sound effects. Um...

5

**LIFESPAN** - Does 'gnat's adolescence' mean anything?

3

### OVERALL SCORE

*Ben Hur* does absolutely nothing to raise its score any higher. Maybe it's just that there can never be a good chariot racing game. We won't lose any sleep over it.

4

# DARK ANGEL

IN A DARK FUTURE, ALL GAMES WILL BE THIS BLAND.

|           |          |
|-----------|----------|
| TYPE      | FIGHTING |
| PLAYERS   | 1        |
| OUT       | NOW      |
| PUBLISHER | VIVENDI  |
| PRICE     | \$99.95  |
| DEVELOPER | RADICAL  |

## MOST PEOPLE CAN'T AFFORD THAT

many PS2 games given their unreasonable expense. So if you've already gone out and bought all of the fifty best games we recommend on the DVD and you're still spending, stop now. Whatever you do, don't go and buy *Dark Angel* just because you can. You'll be an annoyed millionaire. Enjoy what you have. Maybe stop playing games for a while and buy a fast car to pull ladies with.

Where were we? Ah yes, the game. You take on the role of genetically-enhanced Max Guevara, heroine of the Channel 7 series. Here's what you do next: you walk down a tiny generic street, meet tiny generic enemies and sneak up and smack them down in a fashion which can only be described as... undistinguished. The jump/punch/kick controls are exactly the same as the old fighting games we used to play in smoky, late-eighties arcades. There's a fantastic move in which you spin slowly through the air as if someone's unrolled you from a carpet, which made us laugh for about two seconds. But that's about it.

Essentially, *Dark Angel* is a scrolling beat 'em up that wants to be a fully-fledged, grown up

adventure game. That's like a bit like a gorilla that wants to be a fully-fledged air hostess. To be fair, the graphics aren't that bad; the too-zoomed-out view is extremely annoying but the first-person viewing mode and the stealth cam are fine. The game's crowning glory, however, is that it's got this awesome, awesome feature where if you hit someone, time actually slows down as he flies up into the air! We call it bullet time! And now if you'll excuse us, we're off to disembowel ourselves with spoons.

/ JOFF BROWN



**ANGELS WITH FLURTY FACES** Max looks the part, but her fighting moves leave a lot to be desired.



**HALO NASTY** The graphics are nice but the action's all so small.

## VERDICT

PSW

### UPPERS

- Fairly violent, fairly fast
- Competent animation
- Based on 'top' telly show
- Voices done by proper people

### DOWNERS

- Figures look like ants
- Wearily familiar future world
- Fighting is repetitive
- You've seen it a million times

**GRAPHICS** - OK characters, inexplicably seen from afar

6

**SOUND** - Jessica Alba does the proper voiceover thing

6

**LIFESPAN** - It's not that it's short, it's just far too samey

4

### OVERALL SCORE

We have a feeling that there's a good game hiding somewhere in here. But it's really bloody well hidden. Fans of the show might like, but do such people exist?

5



# MYSTIC HEROES

DYNASTY WARRIORS FOR KIDS IN THIS JUVENILE FRIENDLY, FRANTIC ROAMING BEAT 'EM UP.

|           |          |
|-----------|----------|
| TYPE      | FIGHTING |
| PLAYERS   | 1-4      |
| OUT       | NOW      |
| PUBLISHER | KOEI     |
| PRICE     | \$99.95  |
| DEVELOPER | KOEI     |

## WELL IT STARTS OUT GREAT.

First you get this really pretty intro video about how some evil bad guy escapes his magical tomb, then you get to pick a character from four ancient Chinese warriors and then you get to plough your way through an endless stream of hapless undead warriors. "Superb!" we thought and "Ha ha ha!" we laughed as we gleefully swung our sword and unleashed merry magical hell. But then another squad of enemies appeared and so we had to do the fighting thing all over again, and then again –



MWA-HA-HA-HA! Evil bad guy does his best menacing stare.

and again – until we found the continual button-bashing combat began to wear very thin indeed.

If all this sounds familiar then ten out of ten for observation – *Mystic Heroes* is from the same people that brought us the *Dynasty Warriors* games. In fact, for all intents and purposes *Mystic Heroes* is 'Dynasty Warriors for kids'. And while that might sound great if you're a fan of said series, the reality is that *Mystic Heroes* is way too repetitive for its own good.

There are plenty of levels and game modes to sample, but it's essentially the same old hack-and-slash principle throughout with only the odd change in graphics now and again to keep things interesting (and even those are a bit on the basic side). At least *Dynasty Warriors* has a deep, historical story to help break up the constant flow of action – the best you can expect from



KILL FRENZY 71 KOs already! And it's still only the first level!

*Mystic Heroes* is the brief pause that accompanies the loading screen.

The split-screen, four-player mode is an amusing diversion – and runs amazingly well when you take the amount of action on screen into consideration – and there's a spell collection system to tinker with as well, but chances are you'll tire of the gameplay long before you try all there is to offer. And given the focus seems to be aimed squarely at the younger generation, why are all the boss battles so alarmingly unforgiving? Mark our words, little Johnny's going to get very frustrated...

/ MARK ROBINS

## VERDICT

PSW

### UPPERS

- Easy to pick up and play
- Kids will enjoy the action
- Nice video cut-scenes
- Great multiplayer mode

### DOWNERS

- Very, very repetitive
- Bland, featureless graphics
- Basic fighting
- Very unforgiving bosses

GRAPHICS - OK characters, bland backgrounds

5

SOUND - Nothing too memorable to speak of

5

LIFESPAN - Lots there but way too repetitive

4

### OVERALL SCORE

It's basically *Dynasty Warriors* for the young uns, which is about as niche as you can possibly get. So while it's not exactly terrible, it's unlikely anyone will ever find out.

4

# G1 JOCKEY 3

GIDDY-UP HORSEY OR IT'S A ONE WAY TRIP TO THE GLUE FACTORY.

|           |              |
|-----------|--------------|
| TYPE      | HORSE RACING |
| PLAYERS   | 1-2          |
| OUT       | NOW          |
| PUBLISHER | KOEI         |
| PRICE     | \$99.95      |
| DEVELOPER | KOEI         |

## PERHAPS 90S DANCE-POP OUTFIT

C&C Music Factory said it best in their catchy hit single *Things that make you go hmmm*, because

when it comes to describing *G1 Jockey 3* it's very hard to be any more specific than, well... 'hmmm'.

On first impressions, *G1 Jockey 3* seems to be nothing more than a bizarre, Japanese horse-racing game, full of convoluted menu screens and crazy Manga characters that smile or frown with exaggerated enthusiasm. Dig a little deeper however and you'll soon discover an incredibly

solid management game, just chafing at the bit to break free.

The game is played from the perspective of a rookie jockey in his first year in competition and for the most part *G1 Jockey 3* plays out like any other standard sports management game. Each 'week' of play consists of approaching stables, negotiating horses to ride, training exercises, interaction with the other jockeys and then finally the racing. Instead of randomly generating the race results however, *G1 Jockey 3* actually lets you 'take part' in the horse-whipping fun and the result is a satisfyingly strategic experience as you gallop round the track.

But unless you're a mad fan of the gee-gees, as the Japanese patently are, the 'fun' value may well be lost on you. Things aren't made much better by the incredibly Japanese presentation

either – lots of static pictures, reams of text (why no spoken dialogue?) and some of the most grating lift music this side of a supermarket ambient music CD – so unless that's your sort of thing you're probably better off steering clear.

But here's the really weird bit: why is there no option to actually bet on the races themselves? Surely that's the whole point of going to the horses? Perhaps betting on yourself is considered morally unsound in professional sport these days, but we'd have appreciated the chance to have a little flutter. Not that we condone gambling of course. Oh no, not us.

/ MARK ROBINS



GIDDY-UP! The rush to trample McCrack was intense.



AND THEY'RE OFF! Give that horse some whipping hell boy.

## VERDICT

PSW

### UPPERS

- It's very unique
- Loads of hidden depth
- The racing is compelling
- The horses look nice

### DOWNERS

- Will only appeal to some
- Way too much text
- Frustrating 'muzak'
- No option to gamble

GRAPHICS - The race sections look great

5

SOUND - For God's sake! Turn it off!

2

LIFESPAN - Plenty for race fans to enjoy

5

### OVERALL SCORE

And it's 10-1 on that most people will walk right by this in the shops, but the 100-1 outsider might find it to be a novel diversion. Worth giving a Steward's Enquiry to.

5





**HIP HOP, SKIP AND JUMP** Ugly knee-in-the-nads situation, or a jolly skipping contest? The former.



**TAGS VERY MUCH** Tag partners wait to be swapped, or wade in.



**RRRWOR!** Nasty, nasty girls. 'Nasty' here meaning slutish.



## DEF JAM VENDETTA



THIS AIN'T YO MOMMA'S WRESTLING. YO MOMMA SHOULDN'T REALLY WRESTLE AT ALL, WHAT WITH HER DODGY HIP.

|               |                   |
|---------------|-------------------|
| TYPE          | WRESTLING         |
| PLAYERS       | 1-4               |
| OUT           | APRIL             |
| PUBLISHER     | EA                |
| PRICE         | \$99.95           |
| DEVELOPER     | EA SPORTS BIG     |
| SEE IT ON DVD |                   |
|               | / Crazy beatdowns |
|               | / Trash talking   |
|               | / 'Hoes' fighting |

### WHEN THE EA SPORTS BIG LABEL

does a game, boy, does it do it right. Someone needs to be given a medal for coming up with the basic concept here: it's a rap-themed wrestling game, with 12 real stars from the Def Jam label. As tuff-guy fisticuffs without the gun trouble, it's perfect for rappers to get into. And what could have been a dodgy cash-in under anyone else's watchful eye has turned out to be the best-looking, hardest-hitting grappler we've seen for a long while.

Unlike some wrestling games we could mention, filled with pasty lardy men in leotards,

everyone in *Vendetta* looks the business. This has got real fighters, rather than just grapple-actors. Don't take our word for it – use your eyes and look at the big pictures we've taken especially for you. Do you see? Hard as nails. The genuine rappers like DMX and Method Man are boss characters that you fight after winning every section of the normal game (see the 'Yo, dog!' panel for details), and they're all as hard as they are in real life. Well, as hard as they'd like to be, anyway. They're only musicians really. Never forget that, kids.

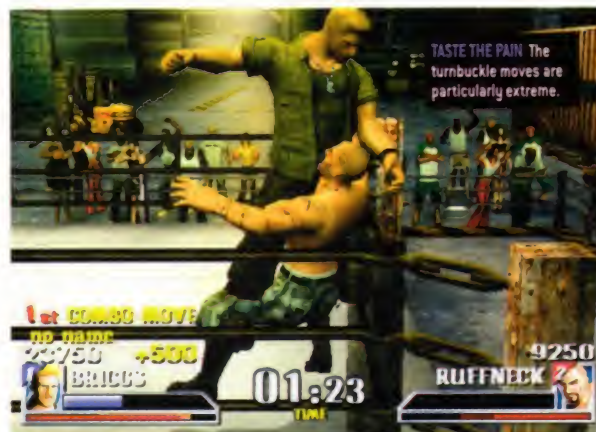
### STUPID COOL

All the 30-plus made-up wrestlers have their own personalities, moves and taunts. They act like wannabe gangstas, rappers or hustlers rather than just fodder for easy victories, and it feels as good to beat them as it does when you kick in the real stars. Our personal favourite's Dan G, an old-skool throwback with a pork pie hat and a selection of breakdance-style moves. We have a feeling that if *Def Jam Vendetta 2* comes out, it's going to be packed full of rappers, sardine-style. Because when everyone sees these boys in action, they're going to hunger for their own stylised tussler.

No game with all these fighting MCs would be complete without some serious music as well. Luckily, there's a killer soundtrack to go with all the brawling, as you'd expect. Not just new tunes, either. *Fight the Power* by Def Jam heroes Public

Enemy is the perfect tune for a takedown, while Method Man's *Bring the Pain* is naturally another real anthem here. All of the rappers from the label have contributed tunes, and they do get a bit repetitious after a while, but even if you're bored of the individual tracks it still makes for some fantastic fight music to get you in the mood for a mass brawl.

All the graphical 'bling' in the world won't help you if your game is, ahem, 'wack'. Luckily, *Def Jam* plays just as good as it looks. EA Big did the right thing when it came to making the wrestling work and got together with ultra-credible Japanese developer Aki to get the mechanics of the game spot on. It's a pairing that's really paid off, because there's no lumbering around or embarrassing theatrical pauses while the wrestlers set up some pre-arranged special combo. More than 1500 moves are spread across



**PLAY TO THE CROWD** Details like the hollering audience are top.



## WITNESS THE FITNESS

THERE'S A WHOLE RANGE OF DEVASTATING MOVES YOU CAN PULL OFF TO BRING THE PAIN ON YOUR ENEMY.



"Look what I found lying around on the ground. Where shall I put it?"



"Floor, this is Briggs. Briggs, meet floor. I'll leave you two alone for a while."



Victory is Razor's. Taunts and celebrations are animated perfectly



WE ALL FALL DOWN But only one gets hurt. How?



BABY GOT FRONT We redefine the word 'gratuitous' for you.



IT'S SHOWTIME Bootylicious babes battle for your favours.



WATCH ME NOW Meth looks on as Redman gets smacked. Ouch.

The key to the way the combat system works is momentum, a kind of combination of audience appreciation and winning streak. The more momentum you have, the better you'll fight. You can build it up by encouraging the crowd with cheers and showboating, and of course by hitting the other player with your fists or the ground. It's always hard to avoid the whole 'punch, punch, grapple' set-up in wrestling games, where you wear your opponent down with the same old moves. *Def Jam* avoids this by awarding momentum only to varied combos. Keep smacking the punch button and you'll never get respect from the audience. Or from yo' delf, G. Whatever that means.

The flashier you are, goes the dazed gangsta logic, the stronger you are. We've witnessed enough real fights to know that this might not be the case outside of the ring, but we'd already

/ METHOD MAN'S BRING THE PAIN IS A REAL ANTHEM HERE NATURALLY /

suspended our disbelief when we saw DMX fly 50 feet into the air and land on his hands! You soon realise style is the main fight currency here.

### HOT IN HERRE\*

To access the most special and ridiculous of moves, you'll need to max out your momentum meter. Once it's at its height, an on-screen prompt will remind you to wiggle the right hand analog stick. Do it, and your fighter will enter a pumped-up, adrenalin-fuelled state. While your character is 'Burnin', your opponent will run away from you in fear, leaving the ring and generally staying as far away from you as he feasibly can.

We don't blame him either. Because once you successfully get him in a lock, a swipe of the right hand analog stick will pull off your crazed signature move. Every character's is different, and all of them are insane. These moves won't



SMACK MY BITCH DOWN It's like every episode of Jerry Springer.



HEAD MASTER Skull meets crotch in yet another dodgy shot.



MADNESS TO THE METHOD He wrote the best track, you know.

\* Not meaning 'hot inside a German gentleman'. We spell it like Nelly does, for extra hip hop points.





HIT ME BABY ONE MORE TIME Penny's a bit of a Britney-a-like.



BIG ADVENTURE He looks a bit hard for someone called Peewee.

kill the other character outright, but they will hideously harm them. It's not just another special move, it's the defining moment of each fight. Even the music stops and the excellent cinematic camera kicks in, slowing down the action or showing you the moment of pain replayed from several different angles. Just like an uber-trick in *SSX* or a stupidly massive jump in *Shox*, it's a head-turning, hilarious piece of eye candy. This is what all the best sports moments in videogames should be like.

As happens in real life all the time (according our favourite documentary show *WWE Late Night Raw*), you'll also be the subject of some fights

between ladies eager to be by your side. These aren't women rappers, sad to say, but ghetto hoes dressed in leather, keen to get hold of your virtual manhood by beating the crap out of your current squeeze. Every few rounds of the story mode, there'll be a cut-scene in which you'll be the subject of a *Jerry Springer*-style slanging match. The conversations run something like this: "I sincerely believe myself to be the superior woman, and thus the better partner for this fine gentleman." "On the contrary, I consider my charms to be much the finer. You, on the other hand, are less than worthy. I propose a test of martial skill to settle this!" Only with lots more swearing and the use of the word "skank". Anyway, you choose a girl to be your, er, champion, and then you take control of her for a vicious cat-fight. Pity there's no Missy Elliot versus Lil' Kim, but the fishnet-clad vixens here certainly have enough attitude.

## I GOT THEM REEL HONEYZ

Lady-fighting works the same way gentleman-fighting does, except that the women are faster and a lot nastier. There's a fair amount of crotch-kicking, for a start. Eeeh-ouch. (It happens in the men's game too, but we're used to such things.) Every time you win with a girl, you'll unlock pics of her in a special 'stroke album'. These are soft-focus photos of real models who look reasonably similar to the girls you've just seen in polygonal form. The first lot

are free, and then you buy the rest with the money you get from fights. This is the videogame equivalent of being 'high-maintenance', apparently. You won't want to do this until the end of the game, seeing as you can also spend your cash on fighting upgrades. At least, that's the theory, but we wouldn't be surprised if people put aside a few bob to unlock the not-really-very-explicit-since-you-were-wondering piccies.

There's nothing finer than getting four players in the ring and beating your frustrations out on your mates. *Vendetta*'s a great forum for multiplayer mashing, because it's the perfect party game. Nothing slows down or becomes too complex, and what starts out as a polite tag team match can easily turn into a full-on four-in-the-ring scrap. No, there's no nine man mode, but every character has so much personality, you'll



BLING THING The further on you go, the posher it all gets.



## YO, DOG!

HERE'S WHAT VENDETTA'S HARDEST SUPERSTARS LOOK LIKE IN THEIR LESSER, HUMAN FORMS.



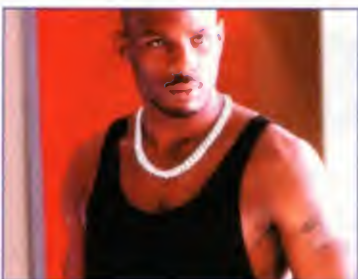
### // METHOD MAN

Pivotal member of the Wu-Tang Clan, but has a massive solo career of his own.



### // REDMAN

Funked-out ghetto fella. Starred with Meth in *How High*, a dope-themed college movie.



### // DMX

Foul-mouthed gutter lord, rhyming about criminal depravity. We love him.

wonder why you ever needed more than four wrestlers anyway. Given the smaller size of the *Vendetta* rings compared to those in 'real' wrestling, matches would quickly start to resemble a crowded village fête in a church hall rather than an arena of death. So that's all right then.



THERE'S THE RUB The advantages of a jockstrap were apparent.



BACK TO THE DRAWING BOARD Looks like Sketch is in trouble.



YOU ATTACK, I DEFEND But again, we wonder which is which?



ARM WRESTLING Surely he could stop that if he wanted?

### RESPECT YO' SELF

One of the few complaints we have with *Vendetta* is a common problem with rap stars: low self-esteem. Having pitched itself a bit more to the novelty end of the market, it seems slightly amazed to find itself a very polished and technical wrestler. This means that it's a bit under-endowed with the sort of features we've come to expect from an absolutely top-class wrestling game.

The story mode is far too short, and doesn't really involve a career so much as revenge – hence the *Vendetta* of the title. And we would so, so dearly have loved to have had a completely comprehensive create-a-rap star mode instead. Sadly, it was canned at an earlier stage of development. Can you imagine L'il Bow Wow versus The Streets wordsmith Mike Skinner? Or

/ WE WOULD HAVE LOVED A CREATE-A-POP STAR MODE: IMAGINE OZZY VERSUS KYLIE /

even pop stars too... how about Ozzy versus Kylie? We can dream.

Like all the best EA Sports Big games, *Def Jam Vendetta* just feels right. If MTV could buy this as a real-life show, it'd be putting it on every night. It doesn't offer the same level of dubious 'realism' as belt-holder *WWE Smackdown! Shut Your Mouth*, but it's more polished in terms of looks, sounds and animation, and it's a hugely confident entry into the wrestling genre. With stunning fights, mad special effects and a wicked hip hop score, *Def Jam Vendetta* is definitely one of the best on the block.

/ JOFF BROWN

### VERDICT

PSW

#### UPPERS

- Looks blingin'
- Fast and stylish combat
- Excellent music and effects
- Larger-than-life characters

#### DOWNERS

- Story mode's far too short
- Combat's on the easy side
- Frankly misogynist
- No create-a-rapper option

GRAPHICS - Chunky EA Big stylings. Best looking wrestler

8

SOUND - It's got the tunes, but needs a few more

8

LIFESPAN - Not as deep as *Shut Your Mouth*, but decent

7

#### OVERALL SCORE

Give the wrestling haters ten minutes against Redman and they'll be lovin' it. *Vendetta*'s not just for newbies: the action is solid and exhilarating, and it's got tons of style.

9



COMING DOWN What happens when you have your back to him.



## REVIEW

JURASSIC PARK: OPERATION GENESIS



IT'S FATTY VAUTIN! The similarities are remarkable.



THE CAR MEN This caption is satisfactory & so far (sic).



THIS PARK SUX! I'm all for nature conservation but where are the rollercoasters?!



PS3 PROTOTYPE Sony have gone for the hatchery look.



LOW SECURITY WALL High security binoculars.

# JURASSIC PARK: OPERATION GENESIS

THE DINOSAURS, NOT SOME STRANGE PHIL COLLINS COMEBACK SPECIAL. THINKING YOU WOULD HAVE LOST EITHER WAY? WELL THINK AGAIN...

|             |                |
|-------------|----------------|
| TYPE        | MANAGEMENT SIM |
| PLAYERS     | 1              |
| OUT         | NOW            |
| DISTRIBUTOR | VIVENDI        |
| PRICE       | \$99.95        |
| DEVELOPER   | BLUE TONGUE    |

## THE ARRIVAL OF A NEW JURASSIC

Park title is such a non-event in the gaming world that we were? Ahh, yes, JP. Incidentally,

Operation Genesis is the very first Jurassic Park game that doesn't suck.

## THE VISION

And that's because it's the first title that successfully captures the real essence of the Crichton/Spielburg bonanza. Rather than a pedestrian "shoot-a-dinosaur" action affair requiring little expenditure of grey matter (as in previous outings – shudder the thought), this effort has us building our very own Jurassic park and cultivating our very own collection of giant lizards from DNA strands uncovered at various dig sites around the world. Never fear, the dinosaurs in Operation Genesis will prove problematic – even terrifying from an accountant's point of view – but on the whole, they're to be studied and appreciated before they're shot to death. And that's only in very special circumstances.

## PRICELESS T-REX OBEDIENCE CLASSES

Jurassic Park: Operation Genesis is, resolutely, a theme-park management sim with a very important twist: next to the usual kow-towing to the all-important park visitors, players must simultaneously manage the park attractions themselves. This creates a most interesting dynamic: you satisfy your visitors by satisfying your dinosaurs, and success in Operation

strategic depth here that goes well beyond the acquisition of visitor attractions. Players must take into account the spatial needs and natural temperament of the dinosaurs as well as the tastes of the park entrants themselves: for example, some want authentic settings, others want gore (for this, get some carnivores!), some want to see things up close while others are happy to observe from a (great) distance. Discovering how these aspects interrelate is a big part of Op Genesis' charm.

## DINOPEdia JURASSITANIA

Aside from the few tutorial missions, you've the option of playing the games' namesake – Operation Genesis mode. Here, you start from scratch on an empty lot and build a park, piece by paved piece. Or, if that prospect seems terrifying, you can jump straight into one of 12 ready-made missions and exercises which all involve management issues taken from later stages of a park's



Genesis all depends on the understanding of the relationship between the two.

And this is where Blue Tongue has put on the shine: there's plenty of





EMBARRASSED DINOS Look dear, they're blushing!



SPOT THE DINO He's definitely there. Can you spot him?

development. Either way, success requires the navigation of a fairly steep learning curve, helped in part by the inclusion of an online "Dinopedia".

### IT'S GOT ISSUES

It would be a pleasure to report that the only real issues involved in considering Operation Genesis are whether you have the patience to undertake the open-ended sandbox mode in all of its free-form glory, or the tolerance to excuse the number of scripted missions – which, all considered, is rather lacking. Nope, one also has



JESUS LIVES! Dinosaur or not, that thing is the third coming.



GRUMPYSAURUS Someone forgot to do the mowing.



WHO NEEDS A RESCUE Certainly not one of the dead dinos.

to take into account the very spreadsheet nature of the game. Jurassic Park features copious amounts of barely-TV-friendly text and numbers to scan, and the controller interface never seems to be able to respond quickly enough to the many and frequent developments in your park. A monitor and mouse would do splendidly here – so check out the PC version if you're able. The rest of us have to endure.

These aren't major flaws, however, and what remains is a seriously engaging and insipidly fun park management sim.

/ MARCH STEPNIK



FORMATION STRUTTING Raptor obedience class paying off.



/ THERE'S PLENTY OF STRATEGIC DEPTH THAT GOES WELL BEYOND THE ACQUISITION OF VISITOR ATTRACTIONS /

### VERDICT

PSW

| UPPERS  | DOWNERS   |
|---|---|
| <ul style="list-style-type: none"> <li>Dinosaurs</li> <li>Loads to fiddle about with</li> <li>Tranquil ambience</li> <li>Excellent score</li> </ul> | <ul style="list-style-type: none"> <li>Control's not ideal</li> <li>Tired environments</li> <li>Too much text</li> <li>Can be overwhelming</li> </ul> |

GRAPHICS - Nothing fantastic, but suit the game splendidly. 7

SOUND - Dinosaurs roar! And the score is wonderful. 8

LIFESPAN - Sandbox mode counters number of missions. 6

OVERALL SCORE  
It's good to see the whole Jurassic Park concept done with justice. Why did we have to wait so long?

7





## PRIDE FC

ALL THEY NEED IS BROKEN BOTTLES, BEN SHERMAN SHIRTS, AND BRYLCREEM, AND THIS COULD BE A CROYDON SIMULATOR.

|   |           |
|---|-----------|
| TYPE  | WRESTLING |
| PLAYERS   | 1-2       |
| OUT   | NOW       |
| PUBLISHER   | THQ       |
| PRICE   | \$99.95   |
| DEVELOPER   | ANCHOR    |
| SEE IT ON DVD   |           |
| / 'Anything goes' fight style<br>/ But sadly the gore's gone<br>/ And any dirty fighting... |           |

### TECHNICALLY, WE SHOULD BE IN

love with the Pride Fighting Championships. It's a real sport that combines the spectacle of

professional wrestling with the nasty real violence of post-pub rucking. But we aren't. Maybe if MTV didn't exist, or football, we'd be watching it all the time. As it is, it's a bit of an oddity in the world of sports, but it has the potential to be a great game. Only the potential, mind.

The 'philosophy' of *Pride FC* is known as ValeTudo. This roughly translates as 'anything goes', meaning that any style of fighting is acceptable as long as it doesn't involve eye-gouging, hair pulling or being hit on the head with a comedy frying pan. So the 25 real fighters here come from all sorts of disciplines, including judo, jiu-jitsu, wrestling and the coyly titled 'free fight' – in other words, a bit of Redfern rules. Fighters are sensibly detailed, with no exaggeration or

cartoonish looks. Fair enough, but it does mean everybody looks much the same.

Controls have been left deliberately simple, with no use of the shoulder buttons at all. Two action buttons kick and two punch, while pressing any two down at once will grapple. Neatly, to block a move you simply need to hit the same button, which works surprisingly well. It's certainly easy to get to grips with, but it doesn't allow for the massive differences in fighting styles which should lie at the heart of a game like this. Instead, you use essentially the same moves but with different animations – not particularly clever. The usual gang of modes are present and correct, from a simple Survival mode allowing you to test your skills against consecutive enemies, to the rudimentary Grand Prix where you can win trophies to unlock new parts in the rather understocked Create-A-Fighter.

Fights come in two parts. First, there's the softening up, involving the strikey stuff. Then there's the uncomfortably homoerotic grappling, which made us feel all tingley inside. Winning consists of trapping the opponent and slapping him heavily. Bouts are often very short. That's because real fighters aren't like videogame heroes. Apparently, they can't even take being pounded around the head 50 times... wimps.

Although there's a good deal of hitting going on, at heart *Pride FC* is a wrestling game and is therefore all about timing rather than speed. This sits a bit oddly with the whole 'martial arts' angle, and the fights here look nothing like what you'd

expect from a more flashy beat 'em up. Perhaps most annoyingly of all, your fighters spray blood but take no visible damage during a fight, remaining pristine throughout. If games like the recent *Mortal Kombat* can do it, and do it very well indeed, why can't *Pride FC*?

There's no denying that the in-game video clips show some pretty shocking action from the actual championships. The thing is, in a videogame beat 'em up there's no such thing as 'real' or 'fake' violence. So we don't care how brutal the fights are in real life; here they're disappointingly civilised. For the best way to do a mad fight game, check out *Def Jam Vendetta*. This is just too nice for us. What, you got a problem with that?

/ JOFF BROWN



IT'S WAR! If only Bush and Saddam could solve issues like this.

| VERDICT   |   | PSW |
|---|---|-----|
| UPPERS  | DOWNERS   |     |
| · Brutal dust-ups   | · No body damage                                |     |
| · Multi-discipline fighting   | · Who are these people again?                   |     |
| · Detailed fighters   | · No four-player mode                           |     |
| · Bloody, though not enough   | · Strangely clinical                            |     |
| GRAPHICS  | · Detailed characters, but no soul to speak of  | 6   |
| SOUND   | · Nothing stunning, although the crowds are OK  | 5   |
| LIFESPAN  | · You'll have to be a fan to really get into it | 5   |
| OVERALL SCORE   |   | 6   |
| By going for gritty realism – and then leaving out the gory bits – <i>Pride FC</i> 's kind of shot itself in the foot. Fans of the tournament will be pleased, but the rest of us shouldn't care. |   |     |





**YOU BE MOTHER** Dorothy, hell-bitch computer. Poo your pants.



**NALCON WITHDRAWAL** Or nineteen pints and a shami kebab.



**CHASE ME** Nice character models. Pity about the spider webs.



**IT'S A KNOCKOUT** Enemies also have mad mind skills.



**IT WASN'T ME** The beasts hated psycho-flatulence.

# GALERIANS: ASH

PSYCHIC SCI-FI ADVENTURE OR JUST PLAIN PREDICTABLE?

|           |                 |
|-----------|-----------------|
| TYPE      | SURVIVAL HORROR |
| PLAYERS   | 1               |
| OUT       | NOW             |
| PUBLISHER | SAMMY           |
| PRICE     | TBC             |
| DEVELOPER | ENTERBRAIN      |

**"WHOSE VOICE IS IN MY BRAIN?"**, cries hero Rion at the start of *Galerians: Ash*. For the designers of this update of the PSone sci-fi survival horror, it must have been the voice of Satan himself. "Stick to what you know!" Old Nick probably whispered. "Pretend drugs are great!" So, unless you're after a slice of psycho-tropic, interactive sci-fi, you should turn the page.

Still here? OK. In a futuristic dystopia, Dorothy, the computer mother-brain, has gone ga-ga and created the Galerians, a race of evil, genetically engineered psychics. Heroes Rion and Lilia were implanted with the virus that destroyed the central computer. Now, it turns out, Ash the last Galerian is seeking to reanimate Dorothy and burn up the world. The loyal few who played *Galerians* on PSone will know most of this already, but for the rest of us, it's time to sit back and watch a hell of a lot of cut-scenes.

Eventually, the action settles down into key-finding, puzzle solving, and fighting a range of

mildly horrifying monsters. Most of your time will be spent stumbling down corridors in search of drugs – it's like being lost in hospital. There's method behind your madness, though, as the narcotics enhance your psychic battle abilities. For instance, D-Felon allows you to pick up your enemies with your mind and smash them on the ground. But use the drugs too much and your Addiction Points will max out, leaving you disorientated, helpless and slurring.

Apart from corridors, what you get is an absolute mountain of weirditude. For instance: most games just inform you when a door's locked. In *Galerians: Ash*, the door electrocutes



**MAN LOVE** Interact with other characters. Very slightly.



**THE DRUGS WORK** This 'un slams foes to the ground.



**FUTURE SHOCK** Lightning – it's nature's own 'go away' sign.

your head. You'll also converse with a talking, floating landmine who is the spirit of your girlfriend six years in the future... in your mind. We could continue, but we think you get the idea.

The Japanese eat this sort of thing up with wasabi for breakfast, but we're more sceptical. It's downright evil of us to compare this to modern classics like *Resident Evil* or *Silent Hill 2*, but it's from the same genre. Sadly this is more like a PSone title, tarted up with 3D rooms and hi-res graphics. The role-playing elements just aren't strong enough to keep you hooked, either. Sure, everything looks good in a well-behaved sort of way, although there's something inherently subdued about it all. The design of the rooms is stunning... but that's not games, that's just architecture. The real-time combat is reasonably user-friendly, with easy targeting and some neat effects, but as in many games of this ilk, you'll want to get it over with as quickly as possible. In short, it's not horrid enough to scare you, and it needs a bit of a fun injection too.

/ JOFF BROWN

## VERDICT

PSW

### UPPERS

- Sumptuous environments
- Eerie cyberpunk plot
- Easy-to-master combat
- Interesting boss fights

### DOWNERS

- Rather old-school
- Cut-scene heavy
- Unambitious
- Mad as a goat

**GRAPHICS** - Sharp and solid with good effects, but samey **6**

**SOUND** - Decent voice acting, but not much else **4**

**LIFESPAN** - A few days' solid play and you'll be done **5**

### OVERALL SCORE

Survival horror like it used to be, before *Silent Hill 2* went and made everything all grown up. Day-glo Jap gothic for cut-scene fans... dispensable for the rest of us.

**5**



# DAKAR 2

IT'S A LONG WAY FROM PARIS TO DAKAR – A RACE OF ATTRITION. SOME COMPETITORS SIMPLY FALL BY THE WAYSIDE.

|           |                           |
|-----------|---------------------------|
| TYPE      | RACING                    |
| PLAYERS   | 1-2                       |
| OUT       | NOW                       |
| PUBLISHER | ACCLAIM                   |
| PRICE     | \$69.95                   |
| DEVELOPER | ACCLAIM STUDIOS<br>AUSTIN |

**THE PARIS-DAKAR RALLY NEVER** looked like much fun on TV. A whole heap of sand, crisscrossed by the tyre treads of what looked like the grandparents' old motor with a few stickers slapped on the side. Overtaking appears non-existent, and humungous pile-ups painfully rare. Then there were the bizarre trucks, charging over the dunes as if their cargo was nothing more than



**SHORTCUT ANYONE?** Herh herh. A racing truck. This is the reason trucks shouldn't race.

a pile of bedding. And while the bikes were just a wee bit wicked, they only ever rated an auxiliary mention. Where were the modified WRC cars, I wondered, with novelty suspension, oversized air intake vent and furious rear spoiler?

In this regard, you could call Dakar 2 realistic, as these mutant WRC beasts are nowhere to be seen within the game. Some might say, based on the observations of the casual sports fan, that the developers have also managed to replicate the dearth of excitement a typical package of Dakar highlights reveals.

Graphics approach very poor, with grainy grass and sand, and colour range that goes from tired green/grey to dull yellow/brown. After the recent pleasures of games featuring 10 000+ polygon car



**GREAT POSTURE** But you're lost. At least the cameraman's there.



**DETAILED ENVIRONMENTS** Okay so maybe not. Romantic though.

models, these PSOne-inspired lumps, are, at least, nostalgic. But then you hit the gas, and fly forward, as if your car had suddenly sprouted wings and was launching from an aircraft carrier in the Persian Gulf. Can you say ridiculous? Oversteer is rather exaggerated as well, while the game's 'hard-right' corners are humble enough to not even demand the brake.

So the game does kick around fairly fast, but the inclusion of a more 'intense' arcade mode alongside the more 'realistic' career replication of Dakar is an admission of guilt. Not good.

/ JACKSON GOTHE-SNAPE

## VERDICT

PSW

### UPPERS

- Truck racing is funny
- The unique rally license
- Fairly fast
- Three types of vehicles

### DOWNERS

- Ugly cars
- Grainy textures
- Alien handling
- Dull course design

**GRAPHICS** - Reminiscent of the PSOne

4

**SOUND** - Bland ambient soundtrack

5

**LIFESPAN** - Not long Jim, not long

3

### OVERALL SCORE

Unless you're desperate for the soothing voice of the French announcer, or you're just French, stay away. Orghh, orghh, orghh.

4

# ZAPPER

ONE WICKED CRICKET?

|           |            |
|-----------|------------|
| TYPE      | PLATFORMER |
| PLAYERS   | 1          |
| OUT       | Now        |
| PUBLISHER | INFOGAMES  |
| PRICE     | \$69.95    |
| DEVELOPER | BLITZGAMES |

**WHILE HARDCORE GAMERS MAY** scoff at a game like Zapper due to its Disney-like graphics and basic storyline Zapper is all about one of the fundamental elements of great game play: superior timing. An updated version of the much loved action puzzle game Frogger, this cricket isn't defenceless like its predecessor. Zapper is equipped with an offensive weapon a powerful electric charge



**THERE'S NO ESCAPE** From textures like these. With those wheels, that train is going nowhere.

providing him the ability to eliminate or stun his enemies while manoeuvring around obstacles. With 20 levels divided into 6 worlds the first part of the learning curve was too long and slow but useful if unexperienced in mechanics of a game like this. The controls, well, they're frustrating when beginning, especially using the shoulder buttons for direction changes, but after a while you begin to appreciate that this is a game about sequencing and timing and using your skills in combination. Sound is minimal which is good when trying to avoid rockets, nail guns and dinosaur jaws but it's important to have the right mix of music and sound effects so you always know what is coming for you. Be warned! The music will latch onto your brain and



**SURFACE WELL** Technology eh. Wells don't even need holes.

then repeats itself over and over again in your head. It is however the right mixture of cheese and funk, if you can ever get that mix right. The real problem for this game is that Zapper finds its self in a demographic nightmare. Zapper is perfect for kids due to its non-violent game play but a little too difficult for them to manoeuvre through the higher levels. While older gamers may find it a little too monotonous to play through all 20 levels. You won't find yourself rushing home to play this game.

/ VANESSA MORGAN

## VERDICT

PSW

### UPPERS

- Colours
- Music
- The Zap
- The jaws

### DOWNERS

- Multi player levels
- Save points
- Buttons
- Death by bugs

**GRAPHICS** - Blindingly bright

6

**SOUND** - Can it be too catchy

8

**LIFESPAN** - Long enough

6

### OVERALL SCORE

Death by bugs has never been more impressive but do we really need to die this way?

5



# PLATINUM RELEASES

TWO MORE GAMING GEMS GOING FOR A SCORE: (CUE ARSE SLAPPING MOVEMENT) THAT'S PLATINUM PRICE!



SHE'S GOT 'TUDE Not the sort of chick to mess with.



FOXLY LADY She makes Lara look like a bit of a dog.



CHATTERING CLASSES There's loads of talking in it.

## FINAL FANTASY X

■ TYPE ADVENTURE ■ PLAYERS 1 ■ OUT NOW

■ PUBLISHER SONY ■ DEVELOPER SQUARESOFT

Just for the record, as much as we may seem to be pro-football and driving games and anti-anything that involves hit points, spells and pixie-bashing, there is at least one member of the PSW team who secretly has a passion for all things *Final Fantasy* related. And when it comes to role-playing experiences on the PS2 he's clearly of the opinion that things don't come much better than Squaresoft's visually stunning masterpiece *Final Fantasy X*. So, when he's asked to pen a few words on said game and it's appearance on Sony's wallet-friendly Platinum range, he's bound to be simply bursting with superlatives, right?

Well there's no doubting that *FFX* is a truly special game – an epic tale wrapped up in gorgeous graphics and all set to a wonderful score – but it's worth pointing out to anyone who's never really dug into the role-playing scene before that *FFX* is certainly something of an 'acquired taste'. It's not inconceivable that some people may find the fantasy setting, sedate pace and turn-based battles – which randomly, and perhaps rather too frequently, occur mid-exploration – all a bit dainty when compared to significantly more action-based games such as *The Lord Of The Rings* and *Devil May Cry*.

But take these on as part and parcel of the genre and you're guaranteed one of the most absorbing gaming experiences ever made. The story is deep and involving – a journey through a bizarre world under the grip of a terrifying organism known only as Sin – and the characters satisfyingly fleshed out. Literally hours of a person's life can be frittered away just fiddling with all the different options available for customising your party of adventurers. And that's without even scratching the surface when it comes to all the hidden extras and sub-games.

In fact, the only real complaint that can be levelled at *FFX* is its linear gameplay and a really bad case of black borderitis, but given that the game takes about 60 hours to complete, at this price we're talking three hours play for every pound spent, and that is what we in 'gaming circles' like to call a bargain. Well, good value, at least.

### OVERALL SCORE

Still the best role-playing game on PS2 and now only \$50! At this price you just have to have a copy of it.

PSW  
9

## GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

■ TYPE DRIVING ■ PLAYERS 1-2 ■ OUT NOW

■ PUBLISHER SONY ■ DEVELOPER POLYPHONY DIGITAL

Before you even consider going out and purchasing *Gran Turismo Concept* you've got to ask yourself the following questions: Am I stupid? Do I understand the worth of money? Do I really love my cars so much that I'll happily shell out twenty quid for a game that's nowhere near as comprehensive or as fulfilling as the equally priced and far superior original? Perhaps we're being a bit unfair, because in *Gran Turismo Concept*'s defence it's still the same strikingly attractive driving game as *Gran Turismo 3*, only this time boasting a whole garage full of funky new concept cars to thrash round the track. But what *Gran Turismo Concept* fails to provide – and this is the reason you need to think long and hard before parting with your cash – is any of the sheer depth that *GT3* drowns in, and it's all down to *GT Concept*'s criminally offensive lack of anything resembling a career mode.

Whereas *GT3* offered hours and hours of play through set driving challenges, a plethora of competition races and an Essex boy's wet dream of garage-based, car-tuning options, *GT Concept* is pure, out-and-out arcade racing that offers nothing beyond the original than a handful of new races and the odd new license test. Anybody with a half decent grip on the game's handling should be able to waltz through *Concept*'s limited range of trials in a few hours and given the game's heritage, that's a slap in the face for fans of the series.

But this is still *Gran Turismo* we're talking about and *GT Concept* plays like a dream, despite its failings. No other driving game comes close to it in terms of visuals or handling, and for anybody who's clocked the original but still needs a few new cars to play with (although beyond the handful of really weird concept cars, most feel pretty similar to what's been seen before) *GT Concept* is probably just about worth recommending. Maybe. If money's no object to you. Anybody who's yet to experience the joy of *Gran Turismo 3*, however, would be well recommended to go for the much more entertaining original first.

### OVERALL SCORE

Unless you're a hardcore fan of the series looking for more of the same, you're better off waiting for the sequel.

PSW  
6



VROOM VROOM The 'R' stands for 'Racing'.



TOP GEAR Crazy camera angles abound!



ROAD RAGE Get the #@#! out the way you !#!#!



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# SOLUTIONS

MAKING THE WORLD A FAIRER PLACE BY BRIDGING THE GAP BETWEEN THE EXPERTS AND THE NOT SO.

## HEALTH WARNING!

AS CONFUCIOUS ONCE SAID, "MAN who play games too much, end up with rubbery finger". He made this observation having persevered with *Devil May Cry 2* for 27 hours straight! Lessons can be learned from his wise words. Sometimes with games you have to admit defeat to maintain your health. Take David Beckham, he refused to believe that his PS2 game was worse than Alex Ferguson's titular offering. What happened? He got a flying boot in the face, that's what. The same goes when playing your PS2. Sometimes you should just take advantage of our kind tips and solutions to avoid abuse from better gaming friends, mole-like eyes from trying to beat the same boss battle again and again, and/or those nasty rubbery fingers. Please, please... take our advice...

MIKEY FOLEY / STAFF WRITER

## GTA VICE CITY

82

■ Ever heard of this game before? No, us neither.



## X-MEN NEXT DIMENSION

86

■ More mutations than the Jackson family photo album.



## TIMESPLITTERS 2

87

■ We don't have any spare time to split, maybe you do.



## DEVIL MAY CRY 2

IT WON'T JUST BE THE RULER OF THE DARK UNDERBELLY OF THE SPIRITUAL WORLD THAT'LL BE WEeping IF YOU DON'T COMPLETE THIS BLOODY GAME...

### DANTE

#### MISSION 1

The first few levels provide a forgiving introduction to the game so it's best to get to grips with Dante's wall running, leaping and sword combo slicing as quickly as possible. The more impressive your attacks the more orbs you slay foes will leave behind. Remember it's much easier to rack up orbs earlier in the game. Use the very helpful action menu to learn all of the moves. This menu details every move and how to pull it off and can be accessed through the status menu when you press **ESC**. Master Dante's moves now then you can spend time later getting to grips with his Devil Mode specials.

The only thing to note with the early Agonofinis is that some of these skeletal beasts are equipped with flesh-tearing discs that can be thrown at you. Take these ones out first then have fun with the rest. After taking them out and working your way across the rooftops you'll encounter some flying Puia. They're equally as easy to despatch. The only reasonable challenge in this gentle introduction is the battle against the

Msira. It requires a few hits before they'll go down permanently but when you've cleared the room a key will appear letting you unlock the iron gate. Remember to smash the chimney stacks on the roofs to reveal a few more red orbs.

#### S RANK REQUIREMENTS

|                               |                    |
|-------------------------------|--------------------|
| Mission time                  | 8mins 30 secs      |
| Orbs collected                | 3000               |
| Attack style average          | 4 Show Time combos |
| No damage taken or items used |                    |

#### MISSION 2

As you explore the dark chambers of this level beware of traps and ambushes. A large red orb sitting innocently at the end of a passage is a good sign that the second you snag the orb a bevy of



OOH YOU LITTLE DEVIL. Or quite big devil in this case.

nasties will attack you from all sides. Surrounded by a horde of attackers is a situation you'll find yourself in quite frequently so it's best to utilise some of Dante's handy new moves. Use his ability to fire at two separate targets and you'll rid yourself of your unwanted friends twice as quick. Simply pound onto a target with the fire button. As you're doing this, move the left analogue stick away from your foe and Dante will simultaneously start to fire behind him.

Take it slowly through this area because there are a number of hidden pits, which are inhabited by Savage Golem, ugly beasts that can regenerate their upper torso when you've chopped them in half and left just a pair of flailing legs on the floor. When you've managed to use your sword to slice them in two, race over to the legs and continue to hack away to stop them from coming back to life again. Unfortunately if you want to gain an S raking in this level you're going to have to search out every pit and drop into them because there aren't very many enemies to kill otherwise.

Watch out for the flambats. They may seem pretty small and harmless but they





can drain a lot of energy when they dive and hit you with their flaming wings. Use your gun to dispense with them quickly, especially as they release no orbs so there's no need to kill in style.

The finale to this mission is a showdown with two hordes of Agonofinis, a horde of Pyromancers and then two Goatlings. The Goatlings are the most difficult to defeat but can still be dispatched with relative ease. All you need to do is get in close and hit them with everything you've got until they start to convulse. Now one strong sword swipe should knock them off their feet enabling you to shoot it while it's down and stop it from ever getting up again. Of course you can make things a lot easier by using your Devil trigger to transform into your more powerful form as there is a recharge point in the corner of the room. Once this area has been vanquished you can pick up the 'Aerial Heart' that lets you fly in 'Devil Mode'.

**Mission time** 6mins 30 secs  
**Orbs collected** 3000  
**Attack style average** 2 Show Time combos  
**No damage taken or items used**

### MISSION 3

Your first challenge here is to avoid the energy explosions emanating from the Goatling at the end of the street. To get close enough to attack you'll need to zig zag down the street. Look out for dark shadows appearing as this will signify where the next explosion will occur.

Your biggest test so far is the face off with the Orangguerra. Coming so early in the game means you'll have to face it without any special weaponry. Watch out for its leaping attack that takes it out of view of the camera so that you never know where it's going to land. More often than not it'll pound down onto your head so all you can do is continually leap about all over the place until it lands. Use the obstacles in the room for cover and try to shoot it repeatedly to raise your 'Devil Gauge' but be careful because sooner or later it will destroy most of the obstacles. There are times when it seems to get confused and loses track of Dante. Use this opportunity to get up behind it and inflict a couple of sharp stabs into its back. Don't be tempted to hang around too long or it'll seriously reduce your

health. Once your 'Devil Gauge' is maxed out transform into 'Devil Mode' and attack its head. Use the **Ⓐ** attack to get in multiple sword hits. If it's not dead before your 'Devil Mode' runs out, just continue to fire your guns at it because its health will be very low and it shouldn't take very long to finish it off.

**Mission time** 8mins 30 secs  
**Orbs collected** 4500  
**Attack style average** 6 Show Time combos  
**No damage taken or items used**

### MISSION 4

When you reach the lighthouse you'll discover the 'Quick Heart' which enables Dante to super at lightning fast speeds when in 'Devil Mode'. On the way out of the lighthouse you need to wallop the globe until it glows. This will open the gate on the docks that leads to your next boss fight. Make sure you mop up all of the Aganofinis in stylish fashion to fill up your 'Devil Gauge'; you're gonna need it.

Unfortunately you don't pick up the shotgun until after this encounter. In any future encounters remember that the shotgun is the best weapon to use to blast away at Jokatgum's tentacles. For now you're going to have to make do with your sword and pistols. The only way Jokatgum can be defeated is by attacking the central body stem. To do this you need to destroy at least one of his tentacles. You only get a ten second window to lay into him before his stem grows back so you need to be quick. Use your pistols to blast away at the tentacles. Focus on one or two at a time and whenever the tentacles rise up in the air run underneath and hack away with your sword. When you get an opportunity to attack the central body slash away with your sword but keep an eye on those regenerating tentacles and get out of there before it can hit you. Jokatgum will spew poisonous gas at you during the fight and there really isn't a way of avoiding it. You're just going to have to make sure that each time you get a chance to attack the central body you make the most of it. It will take quite a few attacks to defeat Jokatgum and if you're low on health you can stay back at a distance and finish it off with your pistols. It will take a lot longer trying to kill it like this.



**Mission time** 9mins 30 secs  
**Orbs collected** 5000  
**Attack style average** 8 Show Time combos  
**No damage taken or items used**

### MISSION 5

Having already beaten Orangguerra in Mission 3 he shouldn't pose too much of a problem for you this time. When you've got past him you'll encounter the infested tanks for the first time. These possessed machines can rip you to shreds if you don't work out their weakness pretty quickly. The best way to send them back to hell is to aim for the eyeball on top. However, if you try to do this by standing on top of the turret and blasting away at it the turret machineguns will pump you full of lead. The best method is to jump on top for brief periods and pummel it with the shotgun. If you've got the ability to trigger your 'Devil Mode' you can fly above them and hit them with electric bolts. The tanks are weak against electric energy.

The infested chopper appears long before the actual boss fight begins and there is no reward for taking it on when it chases you through the streets. All you will do is waste your time and energy so it's best to simply run away from it until you've managed to climb to the rooftop. Make sure you scour the lower ledges of the rooftop by jumping from one eagle statue to the next and you'll locate a much-needed gold orb and an abundance of red orbs. Just watch out for those irritating Puia. Now the real boss battle can begin.

To defeat the chopper you're going to have to position yourself on one of the three towers at the corners of the rooftop. Leap onto these vantage points and then repeatedly spray the chopper with gunfire. While you're doing this look out for the eyeball at its rear. If the chopper fires its machine gun at you make sure you leap out of the way and make for the next nearest tower. If it fires missiles at you try to guide them towards the towers or blast them out of the sky with some well aimed gun fire. When your 'Devil Gauge' reaches full leap into the air and attack it with lightning fire. It's important not to jump too close to the chopper or its blades will plummet you to the ground and drain a massive amount of health. Keep leaping into the air and hitting it with lightning attacks or gunfire. Because of its distance away from you sword attacks are pretty useless in this instance.

**Mission time** 11mins 30secs  
**Orbs collected** 6000  
**Attack style average** 12 Show Time combos  
**No damage taken or items used**

### MISSION 6

No messing around in this mission. It's straight into the action with a boss fight against Nefasturris. Use the double jump (**ⓧ**, **ⓧ**) to leap out of the way of his mouth beam attack and the flip escape to avoid the spread of projectiles that he fires at you. All the while you should be firing your guns non-stop at his head.







After a while he will unleash a swarm of bat creatures. Try to get too close to Nefasturris and these will take serious chunks out of your health. However, if you fire the shotgun in their direction you'll take out a few with one shot and will be rewarded with a number of red orbs.

If you keep firing at the head you'll decapitate it from the body. Now you have to focus on the skull and in particular the back of the neck where the vertebrae are visible. Slash at these with your sword and trigger your 'Devil Mode' to make your attacks even stronger. Now and again it will try to float away. Just leap left and right to avoid the energy balls and when it lands resume your assault on the neck. Make sure you keep an eye on its health bar. When Nefasturris dies it will release a mass of red orbs but you can only collect them if you're directly beneath him when he kicks the bucket otherwise the mission will immediately end leaving you with no chance to mop up those orbs.

Mission time 8mins  
Orbs collected 1000  
Attack style average 10 Show Time combos  
No damage taken or items used

#### MISSION 7

Watch out for the Spicerie during the early stages of this mission. These floating beasts can be as much of help as a hindrance. Get too close to them and they'll explode taking your much-needed health with them. However, if you shoot them they'll explode taking any other nasties in close proximity with them. The only downside is that enemies killed in this way won't release any red orbs.

When you get into the fiery chamber look for the door on the small brick platform. In here you will find the Vendetta sword. After this you get to have a pleasant train journey with a multitude of Terrofinis. These are just stronger Agonofinis and they give you a good opportunity to rack up those red orbs. At the end of this train ride it's a simple journey in the lift to the end. Don't be too disappointed by the lack of a boss fight, Mission 8 will make up for it.

Mission time 8mins  
Orbs collected 4000  
Attack style average 10 Show Time combos  
No damage taken or items used

#### MISSION 8

It's straight into the action here with one straight boss fight against Furiataurus. The difficulty with fighting Furiataurus is that there's so much to consider and dodge. His basic attack will slam into you and knock you to the floor seriously depleting your health. He also slams his mace into the ground, shooting out a deadly belch of flame, sends out a tornado of fire that sucks you towards him from the farthest corners of this level and worst of all tries to catch you with his swinging mace which dishes out a massive hit.

Without the amulet stone you're unable to hit Furiataurus with any ice attacks yet and fire attacks are useless against a walking barbecue so it's best to stick with the meaty shotgun, especially if you've managed to get it to level 2 or 3. The best plan of attack and defence is to stay away from Furiataurus by sticking to the perimeter of the level. This way you can steer clear of his most devastating attacks and give yourself time to dodge out the way of those flames. You can dodge the tornado attacks by flipping up and away using the flip escape.

If you keep plugging away with your weapons you'll fill your 'Devil Gauge' pretty quickly. The best 'Devil Mode' to use is the 'Quick Heart' so that you nip in like lightning from the side, attack as quickly as you can and then leap back out when your gauge gets near to empty. When you change back to Dante return to blasting away with your guns and fill up that gauge as quickly as possible. At harder difficulty levels Furiataurus can be one of the most testing enemies in the entire game.

Mission time 3mins  
Orbs collected 1600  
Attack style average 6 Show Time combos  
No damage taken or items used

#### MISSION 9

Probably the most frantic mission in the game because you've only got 12 minutes to get to the exit. You have to make your way back along the train tunnel that you came through in Mission 7. Masses of enemies will respawn on the train platform but remember to keep an eye on the timer if you're tempted to rack up some easy red orbs from these



critters. Remember to use your 'Devil Mode' and equip the devil heart to move as quickly as possible. Don't empty your devil gauge, as it's handy to have enough left to fly up the middle of the staircase rather than battle your way up the steps.

When you get to the section with three globes you need to strike each one to unlock the shutter door. This isn't as easy as it sounds because there is a never-ending rush of demons trying to stop you. Because they will continue to respawn there's no point in trying to clear the room. Instead you should try to get as close to each globe while defending yourself with your guns. When you think your close enough to the globe strike it with your sword as quickly as possible.

When you start to get sucked towards a giant fan head for the door to the cargo plane. Leaping inside the plane will cause it to get sucked into the fan and mangled up. Smash the crate inside the plane on the right side and you'll pick up the rocket launcher. Then simply leap out of the wreckage and through the whole in the wall and it's mission success.

Mission time 6mins  
Orbs collected 2000  
Attack style average 20 Show Time combos  
No damage taken or items used

#### MISSION 10

To open the gates you need to strike the two globes at the opposite sides of the room in as short a space of time as possible. The best way to do this is to use the devil heart. Watch out for the Demonochorus when you get sucked into the vortex. These cherub-like creatures need to be struck with your sword to get through their rock hard exterior but you can't get near them while they're floating up high. First you need to blast away at them to get them down to your level then dive in quickly with your sword.

Noctpteran is a vicious brute because he releases a constant flow of larva that makes your life hell on the ground. The only way to avoid getting constantly attacked from the larva is to spend as much time in the air as possible. Leap into the air repeatedly and target him with your shotgun. When your 'Devil Gauge' is full, use the 'Aerial Heart' to remain in the air and hit it with your flame attacks. But when it hits the ground, it isn't over.

Just as it's dying it will release more larva. These will try to burrow into the ground if you don't blast them immediately. The missile launcher is a good option here. If you let them burrow into the ground it will make your life a lot more difficult. Now they'll start to erupt from under the surface. To avoid getting eaten from below you need to repeatedly leap into the air. If you're about to land in the mouth of a beast hit X to do a double jump away from its jaws. Use your guns

## TIME TO GO SHOPPING

### HIGH STREET GUIDANCE FOR DEMON SLAYERS.

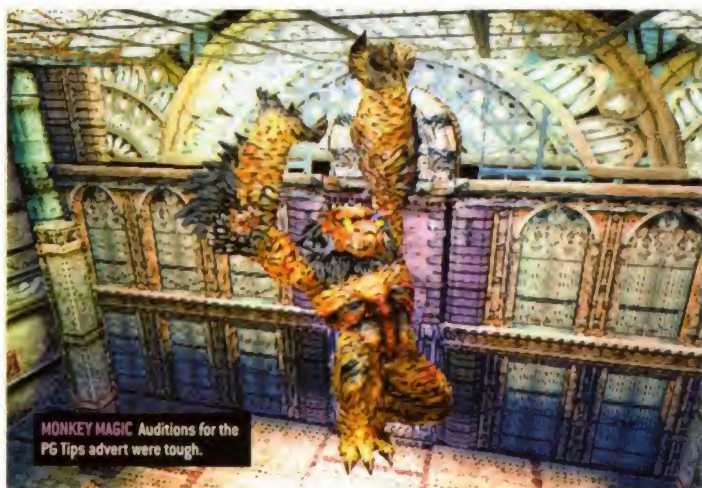
EVERY TIME YOU COME TO A GOD OF TIME statue you can use it to do some shopping. The currency is the red orbs that are left behind whenever you kill something. The more stylish the kill the more orbs that are left behind. What you might not realise is that the time spent considering your options in the shop during the missions is counted against your overall mission time. Using special items during a mission also has a negative effect against your mission ranking. So if you're after that special S ranking it's best to leave the shopping for the time in between missions.

Upgrading your weapons is the most essential thing to do when you're shopping and it's best to concentrate on the swords before the firepower. It's the swords that will begin a stylish combo so getting them to level two or three is essential if you want to receive even more red orbs and a better ranking for your troubles. Remember, every time you upgrade a weapon it will take twice as long before you can get it to the next level as the price of levelling up doubles each time.



SHOPPING For girls and sissies only. Avoid doing it.





to blast away at them from above and the shotgun to rip through their shells. If you get swallowed wiggle the analogue sticks and hit all the face buttons to break out from inside the larva. Try not to get swallowed too many times, as it will seriously deplete your health. When you've eliminated all of them you'll be returned to the normal world.

Mission time 5mins  
Orbs collected 3500  
Attack style average 10 Show Time combos  
No damage taken or items used

#### MISSION 11

Your first big test in this mission is an Indiana Jones-style boulder chase. Every time the boulder catches you it'll transport you to a small room with two Savage Golems in. You have to defeat them to be released back to the boulder chase. The best way to escape the

boulder is to equip the 'Quick Heart'. However if your 'Devil Gauge' isn't full you'll have to kill a few Savage Golems to then be able to out-run the boulder.

Be patient when you reach the area with the moving platform that crushes anything beneath it. Every time it raises you need to dive underneath and start slashing away at the square stone. Don't be over eager and make sure you get out of there before the platform crushes you. Once you've got the entrance open run through and pick up the Merciless sword followed a few room rooms later by the sub-machine guns.

The three stones that you have to destroy might seem impenetrable to start with. Each one requires 24 hits to destroy it but take too long to destroy the others and it will regenerate. The best method is to dish out about 20-22 hits then move onto the next. Do this with all three then go for the kill. The final two will only require a few more hits but the first one will have regenerated a bit so it'll require five or six more whacks. When all three have been smashed run into the next chamber before the force field returns.

Taking on the knight and his two hounds is pretty suicidal while they dart all over the place. The best thing to do is to back yourself into a corner so that you can protect your back. Pepper the dogs with bullets in order to raise your 'Devil Gauge'. If you keep standing in the corner firing at them they should come over and then you can swipe away at both of them. When it's just the knight left you'll have to take him on out in the open. Use your sword and try to string together a mass of hits. This will cause the knight to stagger. If you can fill up your 'Devil Gauge' use it to really lay into him with your strongest sword attacks.

Mission time 8mins 30secs  
Orbs collected 4500  
Attack style average 6 Show Time combos  
No damage taken or items used

#### MISSION 12

You'll find yourself in a room with an electric field above and four floating heads trying to attack you. The heads will only attacks when you are close to them and the eight electrical transmitters can only be smashed by being directly below them. With the electricity shooting out



around the edge of the room it's best to get underneath the electric field and try to swipe at the transmitters from below. Unfortunately it's here that the skulls will place themselves so that when you get close they will try to distract you by attacking you. The best approach is to take out three of the four heads. Every time you wipe out all four they will respawn. With only one head left you can steer clear of it and them proceed to knock out the eight transmitters using your double jump.

Now it's time to take on Plutonian. Try to stay out of reach of his massive iron balls and jump to dodge his throws. Use your guns to charge your 'Devil Gauge'. Then when he starts to swing one chain to deflect your shots attack him from behind with your electric sword attacks. Repeatedly doing this would be hard enough but you'll also have laser beams moving across the floor to contend with. They'll go from one side to the other, then from one end to the other and then join together in a grid. The only way to avoid them is to constantly leap into the air. Teereofinis will also attack you so use your sword swipes to build up your devil gauge then resume your assault on Plutonian's rear.

Mission time 6mins 30secs  
Orbs collected 3500  
Attack style average 8 Show Time combos  
No damage taken or items used

#### MISSION 13

This battle against the evil sorcerer is complicated by his ability to summon other enemies during your battle. He is also aided by a group of dark monkeys crowded around his feet. Try to ignore these monkeys and plug away at the sorcerer with your sword attacks. Use your shotgun to keep the monkeys at bay if they are getting in your way and watch out for the sorcerer's black magic and his ability to surround himself in an impenetrable shield for brief spells. The sorcerer will try to teleport to the sides of the room. Use your 'Quick Heart' to race after him and continue to pound him with merciless. Try to ignore all of the other beasts and stick to attacking the sorcerer.

Mission time 2mins 30secs  
Orbs collected 2500

Attack style average 6 Show Time combos  
No damage taken or items used

#### MISSION 14

Your goal in this mission is to locate the four globes and strike each one of them to return the town to some sort of order. For the globes that are positioned in very high locations you need to time your double jumps just right in order to hit the globe with repeated slashes and form a ring around each one. When Dante lands after one jump he needs a moment to recover. Watch him carefully and then start your next double jump immediately when he has recovered. When you've smacked all four globes and eye will appear in front of the large gates. Whack this one too and prepare yourself for yet another encounter.

The phantom's only weak spot is its head so your best plan is to leap onto its back and blast away at his noggin while he tries to throw you off like a bucking bronco. Keep doing this until his tail transforms into a scorpion sting. Now you'll have to change your approach because the sting is deadly. Now it's best to leap over the beast and fire at it from above until your 'Devil Gauge' is full. When you're able to trigger the 'Devil Mode' attack it with your sword and go straight for the head. Remain cautious though as the Phantom will grab hold of you and crush you the minute your 'Devil Mode' runs out. When the phantom starts to conjure fountains of lava from the ground it's best to give up your attack and just concentrate on dodging out of the way until the lava spurts cease, then resume your assault on its head until it kicks the bucket.

Mission time 7mins 30secs  
Orbs collected 6500  
Attack style average 15 Show Time combos  
No damage taken or items used

#### MISSION 15

Now it's time to strike that eye again. This time a horde of demons will rush at you and you've got three minutes to defeat them all. Watch out for the winged goats. If you move around too much they could surround you. Hold your ground and let them come at you then pick them off as they bundle towards you. If you can't clear the area within the time limit you'll

## A WHOLE NEW ORB GAME

### UNLOCK A MINI GAME WITH INFINITE LEVELS.

FINISH BOTH DANTE AND LUCIA'S MISSIONS on the normal difficulty level and you'll unlock an entertaining mini game called the Bloody Palace. The aim is to clear a succession of rooms full of different enemies. The difficulty level is dependant on which level you completed the normal game. If you've only completed it on the normal difficulty level then the first few levels will only offer you one enemy to fight. If you've completed the game on Dante Must Die you'll start off the Bloody Palace facing a horde of beasts.

Each time you clear a room three portals will appear. The first will take you to the next level. The second will let you skip ten levels and the third will let you skip 100 levels. With the difficulty level slowly increasing with each level you can use the portals to make things as easy or as difficult for yourself as you choose. When you die you'll be ranked just like an arcade game on how many enemies you slaughtered, how many levels you completed and how many orbs you collected. The best bit is that you can then use these orbs in the main game to purchase items and weaponry.





get another shot. Just whack the eye again and you'll have four minutes to clear a less severe onslaught of ghouls.

Mission time 2mins 30secs  
Orbs collected 3000  
Attack style average 10 Show Time combos  
No damage taken or items used

#### MISSION 16

Try to dodge those glowing balls that shoot across the corridor. Every time one hits you Dante is transported to a room containing Savage Golems and Mortfinis. Then it's time to reacquaint yourself with the knight and his two hellhounds. This time the shape of the room makes it more difficult to wait for the hounds to come towards you. With the hounds moving much faster than their master but having less lethal attacks it's best to drag them to one end of the room then pound away at them until the knight arrives. When he catches up leg it to the other end of the room and do the same thing over and over until the hounds croak it. Now you can take on the knight in the same way you did previously. Attack him with your sword until you knock him off balance then dive in with your 'Devil Mode' fire attacks. After this victory progress through the level and pick up the frost heart. Now you can unleash ice attacks.

Facing Trismagia is a strange experience. Initially all you can do is take their attacks like a man while the head splits into three faces and attacks in turn. If you equip the 'Healing Heart' you can

use these attacks to your advantage by filling up your 'Devil Gauge' and letting the 'Healing Heart' replenish your health. Only when the three heads come together can you set about dishing out some retribution. Use your new 'Devil Mode' ice attack on it until the heads separate. Then it's a matter of waiting until they unite before attacking it with ice once again. Watch out for the icicles that are hurled onto your platform. Try to hack away at them with your sword and Trismagia will sneak up behind. Instead use your missile launcher to clear the way. Continue to use your ice attacks until the head finally gives up the ghost.

Mission time 9mins  
Orbs collected 7000  
Attack style average 20 Show Time combos  
No damage taken or items used

#### MISSION 17

Yet another one of those straight boss fights. Arius will summon his minions to protect him so you're going to have to get rid of these before you can get at the main man himself. Try to keep your distance or they'll use some lethal martial arts on you and unleash huge combo hits that will really hurt. Either use the shotgun or fire at both with the twin pistols. When you 'Devil Gauge' is full it shouldn't be too difficult to finish them off.

Now it's Arius's turn. He'll summon bands of dark monkeys but it's best to ignore these unless you need to fill your 'Devil Gauge'. Simply leap over this lot and



take him on with your most powerful sword. Leave the guns for the monkeys and try to hit Arius with a continuous barrage of devil attacks and it shouldn't take too long to send him packing.

Mission time 4mins  
Orbs collected 2000  
Attack style average 10 Show Time combos  
No damage taken or items used

#### MISSION 18

This is it, the final showdown. And it's not just one boss you're fighting but an amalgamation of six bosses you've faced before. Argosax is made up of Nefasturris, Oranguerra, Phantom, Furiataurus, Jokatgum and the Griffon from the first DMC game. Thus the battle takes on a pattern of you having to defeat each individual segment of the whole.

Before the mission you can purchase a purple orb to fill up your 'Devil Gauge' if you have enough red orbs to exchange. If not your first task is to get that gauge filled as soon as possible. Remember everything you've learnt from the previous battles. How to dodge their attacks and what the most useful weapons are. The shotgun is best for battling Nefasturris. Oranguerra should succumb to the sub machine guns. Jokatgum is the easiest. Just stand out of reach of his tentacle and blast away. Without its limbs the phantom is reliant on his lava conjuring. Watch out for the fiery deluge and attack his head as often as possible. Watch out for Furiataurus's flaming breath. Keep shimmying to the side and use the shotgun to do the damage. The griffon is the most testing with his laser beam attacks. Learn to recognise the pattern of each and remain patient. When he sends out two beams from the side that join together wait until the last instant then leap over them. When he unleashes a wall of light wait until the last moment then flip to the side. While you're battling this hideous amalgamation try not to use any of your 'Devil Gauge' or special items. You're gonna need them to beat Despair.

Try to match each of his attacks by selecting the appropriate devil heart. If he takes to the sky use the aerial to take the fight to him. He has so many attacks it's very difficult to anticipate them all. Whenever the 'Devil Gauge' empties try to

avoid most of the attacks and take your opportunities when you can. However, hits from Despair will fill the gauge pretty quickly. Just try to utilise your 'Devil Mode' effectively. Always try to get close to him and hit him with your most powerful attacks. Remember to use the 'Healing Heart' frequently so that you can re-enter the fray in good condition. Be patient and try not to waste your devil power by only activating it when Despair draws near.

Mission time 5mins  
Orbs collected 2000  
Attack style average 15 Show Time combos  
No damage taken or items used

## LUCIA

#### MISSION 1

Once again use the early levels to familiarise yourself with Lucia's moves. Check out the action menu once again by pressing as it describes all of her moves in detail. Mastering moves such as Lucia spinning on her hands and taking out all of the surrounding enemies can be tremendously satisfying but takes pin point timing to press just as she lands from a jump over an enemy while pressing to lock on just at the right moment. Learn to use her lightning quick dagger throwing to wear down enemies before going in for the kill. If you've played through first with Dante you'll be familiar with the enemies and know their pattern of attack. All you have to do is get to grips with Lucia's different style. This first mission shouldn't pose a problem with only the small matter of Puia, Savage Golems and Agonofinis standing between you and completion.

Mission time 9mins  
Orbs collected 4000  
Attack style average 6 Show Time combos  
No damage taken or items used

#### MISSION 2

Remember, when you're fighting the Goatlings if you can knock them on their back don't let them get up. Dive in for the kill immediately. Even though there are two of them it's an easy encounter with a 'Devil Gauge' recharge so near at hand. Pick up the 'Aerial Heart' and soon after







you should pick up some darts. Although they will damage a lot more enemies they're much slower to wield so it's best to pick the weaponry to suit the occasion and not get to attached to one particular weapon set.

Tartussian will provide your first boss test swinging two giant iron balls on the end of chains. His weak spot is his rear so keep leaping into the air and tossing daggers at him until he starts swinging a chain above his head to defend himself. Now you rush up behind him and string together some powerful attacks. If you utilise your 'Devil Mode' wisely it should only take two 'Devil Mode' attacks on his rear to defeat him.

Mission time 10mins  
Orbs collected 2500  
Attack style average 10 Show Time combos  
No damage taken or items used

#### MISSION 3

When the Goatling tries to hit you with spells that cause the floor to explode from beneath her look out for the dark shadows that indicate where the next explosion is going to occur. Focus on the Goatling; once you've killed him all of the other nasties will disappear. Head to the lighthouse where you'll find the 'Healing Heart' which will slowly regenerate your health when you have it equipped. Then it's onto a showdown with Jokatzgum.

You can only kill Jokatzgum by attacking the central stem but you can only get at it by severing the tentacles that bar your way. Try to avoid getting caught up in a battle with all four tentacles by staying to one side and focusing on just two. Use her jump to dodge out of the way of their swipes and try to sever them with your dart throwing. Only when you've severed a tentacle and opened a path to the central stem should you activate your 'Devil Mode'. Now you can unleash your powerful sword attacks and punishing kick combos. You'll only have a short window before the tentacles grow back so just accept that you're going to lose some health from the poison attack and keep chopping away at that stem. Try to keep an eye open for the tentacle re growth and dodge out of the way before it can throw you back. Then simply start over again trying to sever those tentacles.

Mission time 8mins  
Orbs collected 5000  
Attack style average 20 Show Time combos  
No damage taken or items used

#### MISSION 4

Watch out for the swarm of Infestants. It's these things that infect the tanks and choppers. Use your martial arts handiwork to dispense with these creatures then try to take the high ground to the left and right while fighting the infested tank. By staying above the tank you can see when the turret turns towards you and take evasive action. From your vantage point chuck a ceaseless flow of darts at it and leap over and back hammering it with your darts. Try to avoid landing on the tank or the turret-mounted machine gun will do some serious damage.

Mission time 5mins 30secs  
Orbs collected 1600  
Attack style average 20 Show Time combos  
No damage taken or items used

#### MISSION 5

Remember to fight fire with ice by using Lucia's frost attacks to dispense with flaming critters. When you reach the cargo plane look around for the bombs and then learn how to use them. Toss them while Lucia is standing still and she'll drop it at her feet and move away from it. Chuck one while on the move and she'll hurl it a fixed distance. Learn to judge this distance effectively and the bombs can be very effective.

Don't fight against the fan. Let it pull you towards the next area. When you become afflicted by the 'Evil Heart' rid yourself of it as quickly as possible and equip your 'Healing Heart' immediately or the next attack will kill you. Then when you progress you can insert the 'Evil Heart' into one of the following rooms and change it into the 'Electro Heart.'

Mission time 7mins 30secs  
Orbs collected 3000  
Attack style average 20 Show Time combos  
No damage taken or items used

#### MISSION 6

Rid yourself of the floating cherub like demons first with constant dart throwing until they hit the floor then use your

sword to finish them. Follow this up by slaying those Goatlings while trying to fill up your 'Devil Gauge' before the next big encounter. Now it's time to face the flying Noctpteran.

Ignore the larva that Noctpteran constantly released and focus on taking him out to stop that pesky flow of the hot red stuff. Try to remain in the air by constantly jumping so as to avoid the larva on the ground. Keep hitting it with your daggers until your 'Devil Gauge' is full then use the 'Aerial Heart' to fly up and singe it to death with your flames. When it falls to the ground and dies, it will release more larva. Drop down immediately and use your bombs to take them out before they can burrow underground.

Now it's time to clear up those larva. Keep jumping in the air while peppering the larva with daggers. If it looks like you're going to land in a larva's mouth do a double jump to take you back into the air. If you get swallowed wiggle the analogue stick and hit those face buttons in a circular motion until you rip through their insides.

Upon defeating the larva you will drop into a cavern where you'll find the bow gun before learning to swim. While swimming only the bow gun or bombs can be used. Watch out for the jellyfish while swimming. Although you can take them out with the bow gun they will then split into four small fish and zoom towards you before exploding upon contact. It's best to bow gun the jellyfish

then swim away until the small fish harmlessly explode.

Mission time 10mins 30secs  
Orbs collected 2000  
Attack style average 15 Show Time combos  
No damage taken or items used

#### MISSION 7

The best way to complete the underwater mission is to upgrade your bow gun immediately. It doesn't require many red orbs to get to level three and this will make things much easier, as does the 'Aqua Heart' which you'll pick up early in this mission and which will enable you to swim much more rapidly.

Tateobesu can make himself invisible and then electrify the surrounding water to give you a serious shock. When he does this try to look out for ripples in the water that will signify just where he is. When he's not invisible he will charge at Lucia and try to capture her in his gaping jaws. Dodge to the side when he does this and hammer away at his hide with your bow gun. This is the best way to raise your 'Devil Gauge.' Utilising the 'Aqua Heart' is the only way that you'll defeat Tateobesu as it allows you to attack whether he's invisible or not so get that gauge filled as quickly as possible and activate your 'Devil Mode.'

Mission time 7mins  
Orbs collected 4000  
Attack style average 10 Show Time combos  
No damage taken or items used







#### MISSION 8

In the room with the fireballs you need to time your hit just right and knock at least three fireballs back at the obelisk where they come from. This will flood the room with water opening up new areas.

To solve the riddle with the three globes you need to destroy all three of them to lower the force field in the next room and dash in there to touch the gem that was protected by the force field. Each globe will take about ten hits to destroy it so it's best to hit each globe about eight times then inflict the final hits as quickly as possible. Have the 'Aqua Heart' equipped so that when the globes have been smashed you can activate 'Devil Mode' and dash into the next room.

Once again you're facing off against a beast swinging huge balls on the end of chains. The beast isn't too difficult to defeat. Use your daggers from a distance to raise your 'Devil Gauge' then attack his rear. The battle is complicated by laser beams that shoot across the room. They will work their way from one end of the room to the other and then one side to the other. Try to leap over them in the direction from where they came. As the beast weakens the beams will move simultaneously creating a grid across the floor. The only way to avoid them is to stay in the air as much as possible.

Mission time **8mins 30secs**  
Orbs collected **5000**  
Attack style average **20 Show Time combos**  
No damage taken or items used

#### MISSION 9

This battle against a sorcerer is complicated by his ability to summon other demons and the dark monkeys that sit at his feet. Use your bombs to scatter the monkeys and remain focused on the sorcerer, ignoring the other beasts that he summons. When he teleports to the sides to sit and watch the battle unfurl chase after him and take the fight to him. On his own he isn't that formidable. Use the 'Quick Heart' to dash after him and hit him with your sword attacks. Only when your 'Devil Gauge' runs out should you fight the other beasts simply as a means of filling up the gauge.

Mission time **1min 30secs**  
Orbs collected **1600**

Attack style average **12 Show Time combos**  
No damage taken or items used

#### MISSION 10

Your Zambaks are the best choice of weapon for this battle against the Phantom. With his scorpion tail ready to sting you when you get anywhere near him it's best to attack him from above by leaping over him and steering clear of that whipping tail. Look out for the moments when he relaxes his tail. Now it's time to leap onto his back and lay into his weak spot, the skull. When your 'Devil Gauge' is full, it's time to attack him head-on and strike at the face with your 'Frost Heart' fully equipped.

During this battle the Phantom will suddenly go still for a moment. When this happens prepare yourself for either huge towers of lava spouting up through the ground or a burning meteor shower from the sky. Now it's time to forget about the battle for a moment and protect your own skin by dodging everything he throws at you until the attack subsides. Then it's time to resume your assault on his face and skull.

Mission time **7min 30secs**  
Orbs collected **5500**  
Attack style average **20 Show Time combos**  
No damage taken or items used

#### MISSION 11

Upon whacking the eye in the centre of the room you will be overrun with swarm after swarm of different enemies and you've only got three minutes to clear the entire area of every single one of them. Your best method of attack and defence is to choose one area at one side of the level and let them come to you. If you dash about too much you risk getting surrounded and attacked on all sides. Hold your ground and then take them on as they come towards you using your 'Devil Mode' on the more testing and dangerous foes. If you can't completely clear the room within three minutes you'll still get another chance to do it in four minutes with a slightly less testing selection of demons.

Mission time **3min 30secs**  
Orbs collected **2000**  
Attack style average **8 Show Time combos**  
No damage taken or items used



#### MISSION 12

When you enter the corridor with the floating, glowing balls you need to avoid letting these hit you or you will be transported to a room full of nasties every time one touches you. The best way to avoid them is to try to remain high up where they are less abundant by jumping right up to ledges or propelling yourself off the walls.

Now it's time to face the three-headed Trismagia. The only time you can do serious damage to Trismagia is when the three heads are united. When they split up and attack you one by one it's best to concentrate on dodging their attacks because anything you throw at them individually will do little damage. It's also an opportunity to fill your 'Devil Gauge' by letting Lucia get hit a few times. Any health you lose can be replaced with the 'Healing Heart.' Only use your Devil Mode when the faces come together. Now you can hit it with your ice attacks. Only by repeating this process a number of times will you be able to take Trismagia down.

Mission time **9min**  
Orbs collected **7000**  
Attack style average **20 Show Time combos**  
No damage taken or items used

#### MISSION 13

Now it's time to face Arius again in his less human form. Watch for his different attacks with his tentacles arms attacking you from under the ground and his floating attacks that blast a wave light that is almost impossible to dodge. The only way to stop him blasting you like this is to watch for when he starts to rise into the air and activate your 'Devil Mode.' Then attack him in the air before he unleashes his arsenal. Use your bombs to get rid of the purple orbs that follow you around and to fill up your 'Devil Gauge' by chucking them at Arius. Whenever your gauge is full transform and attack from behind Arius with a bevy of sword combos and swipes. This is the quickest way to defeat him but it will take quite a few transformations into 'Devil Mode' to complete the job.

When Arius transforms into an even more hideous form your best from of attack is to run from one end of the corridor to the other. He will slowly chase after you giving you time to swamp him

with dagger throws before he gets there. Use your 'Devil Mode' to fly over him and then leg it to the other end to repeat the process over and over again. All you have to watch out for is his spewing vomit while you slowly diminish his health bar.

Mission time **4min**  
Orbs collected **800**  
Attack style average **8 Show Time combos**  
No damage taken or items used

## DIESEL POWERED

### REWARDS FOR COMPLETION./

■ UNLOCK DANTE'S ALTERNATE DIESEL designed costume by finishing all of his missions on normal mode.

■ UNLOCK LUCIA'S ALTERNATE DIESEL designed costume by finishing all of her missions on normal mode.

■ UNLOCK TRISH FROM THE FIRST GAME by finishing all of Dante's missions on hard mode.

■ UNLOCK LUCIA'S SECOND DIESEL designed costume by finishing all of her missions on hard mode.

■ UNLOCK DANTE'S COSTUME FROM THE first game along with his original maxed out Force Edge blade by finishing all of his missions on Dante Must Die mode.

■ UNLOCK THE ARIUS THE SORCERER'S secretary by completing all of Lucia's missions on Lucia Must Die mode.







2. Watch the cops try and chase you now.



2. Tommy Vercetti does his best Bond impression.



4. Switch off at the menu "trail" for a clearer view.



## THINGS TO DO IN VICE CITY BEFORE YOU'RE DEAD

### 34 THINGS YOU SIMPLY MUST SEE AND DO IN GTA VICE CITY AND ONE YOU SHOULD REALLY AVOID.

#### 1 - TANKS A LOT

Having trouble with the "Sir, yes sir" mission? Can't steal the tank without getting torn to shreds by gunfire from all directions? Don't worry, there's a much easier way to get your hands on one of those steel beasts. Pay attention to the route the convoy takes and look out for the Vice City Police Department. When you've located the police station, cross the road and go into the cake shop. Once you have handily located another hidden package, hide inside and wait for the squaddies to turn up. When the tank arrives it will stop outside and one of the soldiers will be ordered to nip into the shop and stock up on doughnuts for the troops. The tank is now all yours as if it was just a car outside with the engine running. Simply walk up to it, get in and blast the rest of the convoy out of your way. With your goal just around the corner and your now invincible mode of transport, you can simply plough through anything in your way and roll nonchalantly to the safe house.

#### 2 - I BELIEVE I CAN MCFLY

Wanna recreate *Back To The Future* on your PS2 and pay homage to Doc Brown's greatest invention? First you're going to have to find yourself a Deluxo. To do this you'll need to buy Sunshine Autos which can only be purchased once you've completed the Shakedown mission. Once

you're the proud owner, take a closer look at the door. There's a list on the wall. Just like in *GTA3*, you've got to steal every one of the cars on the inventory. Not only does this reward you with extra money and greater revenue from your business, completing the first list will reward you with the highly coveted Deluxo. Looking very much like a DeLorean it gives you the perfect opportunity to use the 'floats on water' cheat. Press **[D, R2, C, R1, L2, C, R1, R2]** during the game and the car's wheels will magically swivel beneath the car and neatly tuck away into the body just as they do in *Back To The Future*, leaving you free to proudly float across the water in your gleaming, DeLorean-esque motor.

#### 3 - SOD THE STRIKE

Try being a fireman for a few hours. Unlike the real thing it's not just a case of sitting around watching TV and shining your pole all day. All you need to do to join the brigade is hop into a fire truck and press **R3**. Unfortunately there's only one fire truck in the whole game and it's on the second island in the Downtown area. So if you haven't got there yet you'll just have to get cracking with those missions. Once you're in the truck and you've activated the missions, things will begin at an easy pace. Initially all you have to do is put out a series of car fires. At level two you've got to douse the unlucky occupants of

the vehicles as well. At level five you have to chase after a moving car, which is on fire, and put it out. If you can get all the way to level 12 the rewards are pretty useful. Tommy will become fire proof. No more burning yourself with your own Molotov cocktails.

#### 4 - I CAN SEE CLEARLY NOW THE BLUR HAS GONE

We know most of you have probably discovered this within minutes of playing the game but there're also a lot of Vice City-dwellers who have no idea that the default blurriness can be switched off. We've had letters from readers who have only discovered you can end the visual madness after weeks of play. It's a strange decision by the developer to make the game's graphics blurry by default but to its credit it's very easy to make everything crystal clear. For all you squinting gamers, just go to into the options menu and switch off the trails. That's better, isn't it?

#### 5 - WHEELIE GREAT

Our favourite addition to *GTA Vice City* has got to be the bikes. We've spent hour upon hour simply mucking about trying to see just what kind of thing those babies are capable of. Apart from leaping to our doom off the top of the highest buildings and diving off the machines at top speed without leaving a trail of skin behind on

the tarmac, we just love wheelies. Yes, it's very easy to keep a wheelie going on the Sanchez, but how far can you go on a PCJ-600. With its higher speed you'll eat up the distance in no time so you'll need a long stretch of road. It's also difficult to keep it on one wheel when going round bends so the straighter the better. If you can beat one minute you're doing well. If you can beat two minutes your real name is Barry Sheen. Let us know if you've set a monstrous time. If you can prove it we might just make you famous.

#### 6 - PIZZA THE ACTION

It's what scooters were made for. Want to earn a little money on the side? Grab a moped and go and visit one of the three pizza shops in Vice Point, Little Haiti or Downtown. The missions take on a similar structure to the fire engine ones. Each level gets a little harder with more people to deliver to in your allotted



5. Can you make a two minute wheelie? Yeah, right!





time. Five minutes might seem ample time at the start of the mission but when you've got nine people to deliver to throughout the city and only space for six pizzas on your machine it starts to get very tight. Don't worry though, you don't have to stand around and wait for your customers to sort out their change. Just chuck the pizzas at each address in the same way you'd pull off a drive by shooting, and when you've run out of pizzas return to the shop for a new load. Thankfully you only have to reach level ten in this challenge to reap your rewards. Apart from getting a bag full of cash your health is also ramped up to 150.

## 7 - WANTED: DEAD

Is your wanted level getting a bit too high? Well, don't worry, help is at hand. There is a way you can lower it without cheating or affecting your overall progress. All you have to do is go up to a save point and save your current progress then return to the game. Now simply load up that save and your wanted level will have magically disappeared. All of your other stats will be intact and your progress will not have been affected. Remember, when you input cheat codes it can seriously affect your game and might even lead to you having to start the game all over again (if you haven't got an earlier save) in order to finish the game and get 100 percent completion. Alternatively, you can go over to the Hyman condo and collect the cop bribe. It only reduces your wanted level by one but if you save the

game, the bribe will reappear and you can proceed to reduce your wanted level to zero. Or, you can enter a Top Fun van and take part in a radio-controlled challenge. When you finish messing about with your radio-controlled car your wanted level will have returned back down to zero.

## 8 - HAPPY EASTER

Ever heard of the phrase easter eggs? It's the term that's used to describe little secrets hidden within games or DVDs by the makers. The developer of *GTA Vice City* has added a bit of its unique brand of humour to the theory and has literally hidden an easter egg within the game. It's located in the block next to the VCN building. It's the structure on the right just as you come across the bridge from Prawn Island, with the helipad on its top. Go through the door of the building that warps you to the helipad on top. At the far right of the top helipad there's a light. From this point right on the edge of the building you need to make a leap of faith to the building opposite. Just as it seems you're going to slap into the window (the first window to the left of the light) and land in an embarrassing heap, you'll magically float through the window and appear in a room. There on a little pedestal is an easter egg. Nothing else, just a lonely easter egg.

## 9 - TIN CAN ALLEY

You need to have completed the Shootist mission first to enjoy this treat. Now visit the Downtown Ammunition and you can have a crack at the shooting range out the



17. Candy Suxx! Get an instant sex change in seconds.



17. Become Sonny and kingpin status is yours.

back. All you have to do is fire at the three targets, getting as close to all five body parts as possible. It's not easy but you are rewarded with \$500 every time you score 30 points or above. However, if you manage to score more than 45 points (no easy feat), you get the not so insignificant reward of speeded up reloading for all of your weapons.

## 10 - THAT HITS THE G-SPOT

Having trouble doing the G-spotlight mission for the film studio? It can be infuriatingly difficult jumping your bike through the series of pink icons hovering overhead within the strict time limit. A much easier way is to use a helicopter. Unfortunately you can't begin the mission with anything other than a motorbike so you'll need to get one somehow. The best strategy is to begin on your bike by going up in the lift and jumping out the window through the first icon. Now you can either plummet to the ground and go and grab the nearby police helicopter or, alternatively, you can continue over the first roof and then head to Tommy's mansion or the Hyman condo where you can also get your thieving hands on a chopper. Now you just have to hover over each icon and completion is a cinch.

## 11 - GT(A) PHONE HOME

Displayed around Vice City are a number of telephone numbers. Most of you will dismiss them as random numbers made up purely for the game. The crafty developer has other ideas however, and has even set up lines to receive your calls to these numbers.

1-866-9SAVEME [1-866-972-8363]  
1-866-434SELF [1-866-434-7353]  
1-866-9BURYME [1-866-928-7963]

1-800-BEAHERO [1-800-232-4376]  
1-866-PILLAGE [1-866-745-5243]  
1-866-9SHADEE [1-866-974-2333]

Displaying the usual *GTA* humour they'll connect you to a variety of amusing phone lines. If you regularly listen to the phone in radio station you'll know what we mean. Unfortunately the phone lines are only free phone to people ringing from within the US. So if you desperately want to hear what they've got to say you're gonna have to wait for that dream holiday or rack up one huge phone bill.

## 12 - SAVE YOUR BACON

If you're low on health and not in the middle of a mission, there's a simple way to feel re-born. Just go to a save point but don't save. When the overwrite message comes up simply cancel and quit back to the game and your health will be back to 100. Of course the more property you own the more save points you will have and the easier it will be to keep your health topped up.

## 13 - PARAMANIC

All you have to do is steal yourself an ambulance and press R3 to activate the paramedic missions. Once again they're designed in a tier system with each level offering you progressively more difficult challenges, and the rewards not coming until you get up to level 12. The problem with these ones is that the ambulance is a complete nightmare to drive. It tries its best to topple over at every turn and goes way too fast to make safely getting to your destination anything but a real challenge. This is definitely no slow chugging fire engine. At first all you have to do is save one person. But once you get to level 12, you're gonna have to save 12 people. And





just to make things even more tricky you can only carry three patients at any one time. Keep a check on your scanner, learn where the four hospitals are (Ocean Beach, Downtown, Little Havana and Vice Point) and try to plan your pick-ups strategically to minimise lost time. The rewards are worth the effort though. If you can get to level 12 you'll be granted the ability to run around town without ever running out of breath. No more collapsing in a pathetic wheezing heap.

#### 14 – DRIVE BY AND SMILE

Having a bit of fun with an uzi is always good for laugh and this time it's not you causing the carnage. All you have to do is drive around town and pick an unsuspecting target. Roll up to another car and pump a few rounds into their motor with a drive-by attack. Don't overdo it and pepper the car with an entire magazine or it will blow up. Just give it enough so that the terrified driver floors it and shoots off up the road to get away from you. Now all you have to do is try to stay on his tail and you can revel in the hilarity as he goes completely bonkers. How the driver reacts is completely random. Some will immediately steam into a stationary object but others will plough through town mowing down pedestrians, steaming through the traffic and causing complete pandemonium.

#### 15 – PACKAGED UP AND READY TO GO

It's an age old gaming staple that we all love. Put 100 identical things in a game and we just can't help ourselves. Whether it's coins, bananas, rings, or eggs, they have that mysterious ability to completely grip us until we have every single last one of them in our collection. *Vice City's* twist on this classic piece of gaming is to offer 100 packages where the rewards are

much more enticing than simply saving a princess, getting an extra life or hearing a jolly little jingle when you pick each one up. For every ten packages you're rewarded with an increasingly more excellent prize.

|                |                          |
|----------------|--------------------------|
| 10 PACKAGES =  | BODY ARMOUR              |
| 20 PACKAGES =  | CHAINSAW                 |
| 30 PACKAGES =  | PYTHON                   |
| 40 PACKAGES =  | FLAME THROWER            |
| 50 PACKAGES =  | LASER SCOPE SNIPER RIFLE |
| 60 PACKAGES =  | MINIGUN                  |
| 70 PACKAGES =  | ROCKET LAUNCHER          |
| 80 PACKAGES =  | SEA SPARROW              |
| 90 PACKAGES =  | RHINO                    |
| 100 PACKAGES = | HUNTER AND \$100,000     |

If you can't quite locate all 100 of these cunningly disguised prizes you can always delve back into *PSW* issue 37 where we list the location of every single one of them.

#### 16 – KEEPY UPPY

It's not quite hacky sack (now that would be a perfect 80s pursuit) but it still gives you the ability to do a John Barnes and show off your juggling skills. Get to Starfish Island and locate the Avery Carringtons Construction site. Nip round the back and you should find an empty swimming pool with a beach ball in it. Just make sure you're unarmed and go up to the ball. You will automatically kick it into the air and then you can attempt to see how long you can keep it up. Just try to remain under the shadow and you will head it back into the air.

#### 17 – MASTER OF DISGUISE

Bored of looking at Tommy's ugly mug? To make him transform into one of the other game characters simply use these codes.



14. Scooters are ideal for surprise uzi drive-bys.



22. Use a cop car in a vigilante mission and go nuts.



#### RED LEATHER:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### CANDY SUXX:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### HILARY KING:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### KEN ROSENBERG:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### LANCE VANCE:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### LOVE FIST 1:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### LOVE FIST 2:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### MERCEDES:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### PHIL CASSADY:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### RICARDO DIAZ:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### SONNY FORELLI:

⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛, ⬛

#### 18 – I LOVE DRIVING IN MY HOUSE

Ever wanted to burn up the stairs of your mansion on your motorbike and pull doughnuts in your lounge? Well now you can. Usually the game prevents you from entering a building on your bike. The way

to get around this is to take a long run up and get up some serious speed. Storm towards your front door and at the last minute leap from the bike. Without you in the saddle the bike will continue through the doors and into the building leaving you free to wander about the interior on two wheels. Then if you want to pull off some doughnuts simply hold down the accelerator and the brake at the same time. With your bike spewing smoke and burning rubber you can then steer left or right to leave a lovely rubberised circle on the floor. Try to explain that one to cleaning lady...

#### 19 – MY CHASSIS IS LIKE A SHIELD OF STEEL

Getting hold of a bullet-proof motor is not as difficult as you might at first imagine. All you have to do is begin the Guardian Angel's mission and wait for Diaz to arrive on the scene in his Admiral. Then simply fail the mission by cocking things up or just shooting dead the guys you're actually supposed to be protecting. The bullet-proof Admiral is now sitting there waiting to be driven back to your safe house and stored for your future use. You can also get hold of a bullet-proof Sabre Turbo after you complete The Driver mission. All you have to do is take Hillary's car once you've completed the mission and push the Sabre Turbo into your garage.

#### 20 – CRAZY TAXI

Unlike the Fire engine, Paramedic and Pizza challenges, the Taxi missions to







do not follow the tier system of levels increasing in difficulty as you go on. Instead you get bonuses for every five consecutive passengers you pick up. Jump into a cab and press R3 to activate the missions. Then simply pick up a passenger and drop them off that indicated destination. The trick here is simply to get them to their destination before the timer runs out. If you can get 100 fares you'll be rewarded with the ability to make any cab do a huge jump simply by pressing R3. A lot of fun can be had trying to land on groups of unsuspecting pedestrians. A neat trick to make things even easier is to try and drop off a passenger just as the clock reaches zero. If you can get this spot on, the clock will stop giving you infinite time to deliver your subsequent fares.

## 21 – TROPHY CABINET

Don't forget to check back at base throughout the game to see the rewards for your successful missions. Win races at the arena and trophies will appear atop your TV. Complete the Job mission and a hockey mask will appear on the table at the Ocean View Hotel. After you complete Phil's last mission you will find some Boomshine at your Ocean View hotel. Check out the magazines to see Diaz, Lance and his brother on the front covers. And when you've completed the RC mission for Avery you'll find an RC box in one of the rooms in the Vercetti Estate.

## 22 – VIGILANTE GREAT

There is a vast selection of Police vehicles that can be used for the

Vigilante missions. The police car, undercover Cheetah, Enforcer, FBI Rancher, FBI Washington, Barracks OL, Rhino and Hunter can all be used for the missions just by pressing R3 when you're inside the vehicle. Catching criminals is the aim of the game, although if you undertake the missions in the tank (Rhino) you can simply plough through anything in your path, or if you do it in the helicopter (Hunter), you can fire rockets at group of criminals and take down the survivors with your mini gun. The higher the level the more criminals you have to catch. Level 1 only requires you to catch one criminal, level 2 requires you to catch two etc. If you can reach level 12 your armour will be increased to 150. An easy way to rack up the cash and get to level 12 in no time is to steal a Rhino (tank) and then head for the airport. When you're out on the runway hit R3 to activate the vigilante missions. Now it's much easier to pick off all of the cars with your minigun as they appear on the runway.

## 23 – ROCK AND ROLL

Flip a car and it's usually game over for that mission and the end of the road for that car. However, if you can see that your car is about to topple over there is a way to stop it from slamming onto its side. Although it's the opposite of what they teach you when you're learning to drive don't turn into the skid, turn the steering in the direction the car is toppling. This should right your machine and leave you to carry on without having to find yourself a new set of wheels.



## 24 – ON THE RAMPAGE

Rampages can be found throughout the game, just look out for the flashing pink skull icons. Each one usually involves being given unlimited ammo for a particular weapon and then having to murder a certain number of victims in a set time. Missions range from killing 30 gang members with Molotov cocktails in two minutes to destroying 15 vehicles in two minutes with an rocket launcher. Each mission presents its own difficulties with the shotgun quests more testing because you can't run with the SPAS-12 in your hands and the slow-loading sniper rifle eating into your time limit every time you loose off a round. Planning your rampaging can help with making some of the missions much easier once you've completed the fire engine missions and become fire proof for instance. For the full list of all 35 rampages check out PSW issue 38. If you want to complete the entire game you'll need to do every single rampage to get 100 percent completion. Getting \$50 for each kill is also a nice little bonus. That's \$1750 for a mere 35 drive-by shootings.

## 25 – IT'S A STICK UP

If you're ever stuck for cash do what any self-respecting criminal would do and hold up a store. There are 15 stores that can be robbed in Vice City and if you can rob all of them you'll make a tidy packet and get your overall stats closer to that magical 100 percent completion. To rob a store you need to equip a gun with an auto-aim. This way you can aim at the storekeeper and he will put his hands in

the air leaving you to empty his till. The first time he gives you his cash nothing will happen to your wanted level. However, for each subsequent amount he hands over, your wanted level will rise by one. Get too greedy and you'll be top of the most wanted list for a minuscule sum. To make the store rob register on your game stats you only need to take the first lot of cash and then kill the owner enabling you to get the hell out of there with only one wanted star. The fifteen stores are all on East Island and West Island in the following locations:

- |                           |                  |
|---------------------------|------------------|
| 1. BUNCH OF TOOLS –       | WASHINGTON BEACH |
| 2. JEWELLRY STORE –       | VICE POINT       |
| 3. DISPENSARY PLUS –      | VICE POINT       |
| 4. CORNER STORE –         | VICE POINT       |
| 5. GASH –                 | NORTH POINT MALL |
| 6. JEWELLRY STORE –       | NORTH POINT MALL |
| 7. TOOLED UP –            | NORTH POINT MALL |
| 8. MUSIC STORE –          | NORTH POINT MALL |
| 9. COFFEE BAGELS DONUTS – | LITTLE HAVANA    |
| 10. SCREW THIS –          | LITTLE HAVANA    |
| 11. CAFE ROBINA –         | LITTLE HAVANA    |
| 12. LAUNDROMAT –          | LITTLE HAVANA    |
| 13. RYTON AIDE PHARMACY – | LITTLE HAITI     |
| 14. JEWELLRY STORE –      | DOWNTOWN         |
| 15. DISPENSARY PLUS –     | DOWNTOWN         |

## 26 – HELICAR

If you can get it in there you can transform your helicopter into a road going copter courtesy of the Pay n Spray. Flying your 'copter through the doors of a Pay n Spray is pretty difficult but if you land it and then gently push it in with another





vehicle so that the doors can close, it will come out with a set of wheels affixed to it.

## 27 – BLUE THUNDER, AIRWOLF AND CHOPPER SQUAD ROLLED INTO ONE

And you thought you had to struggle away collecting all 100 to get your hands on the Hunter! There is an easier way. The Hunter is in fact parked up at Fort Baxter airport. The only problem is that the alert soldiers on duty will chop you to pieces if you so much as put a foot inside the entrance. Thankfully there is a way around this. If you've completed the Copland mission there is a police uniform waiting for you at the police station in Washington Beach. All you have to do is sneak into the station, steal the uniform and then saunter into airport and grab that lovely chopper. Just remember to not have any weapons equipped or they'll still fill your hide with lead uniform or no uniform.

## 28 – MIGHTY MORPHING BIKER DANGERS

A very strange one this. All you have to do is get your hands on a motorbike and drive to any of the locations where you can change your clothes. Try to get the bike as close to the clothes as possible so that when you get on the bike you will change clothes at the exact same time. If you get it just right not only will you change clothes but so will the bike. With the two of you dressed up in the same garb you'll be inextricably linked so that

you can never fall off. In effect you will have morphed into the bike and two will have become one. To get out of this weird situation just press **○**.

## 29 – METROPOLIS STREET RACER

If you're not much of a Michael Schumacher and you're having trouble completing the street races entered from the Sunshine Autos Garage this'll make things a little easier. All you need is a car and some heavy artillery. Equip a rocket launcher and make sure your car isn't too close to the others on the start line. All you have to do now is blow up the other cars before the race has even begun. When they explode in a ball of flames the race will begin and if you make sure all of the other contenders are destroyed you can have a leisurely jaunt to the finish line.

## 30 – MAXAMMO

When you're rampaging around town you might have noticed that your ammo count is doubled every time you fail a mission. Keep failing and the ammo counter will reach maximum and then disappear giving you unlimited ammo. Just remember that repeatedly failing the rampages won't do much for you stats or your reputation.

## 31 – FLY ME TO THE MOON

Classily panning cameras and stylish slo-mos are the signals that tell you you've completed yet another insane jump. There



are 36 in all and completing each one is not only terrifically entertaining but they also reward you with money and help to edge you closer to the magical 100 percent completion. Just look around for the obvious signs. A nice long run up, a conveniently placed ramp and a massive gap to leap across. The PCJ-600 is the best means of traversing each jump but it can be fun trying to make the distance with less rapid machines.

## 32 – ROLL UP FOR THE MYSTERY TOUR

If you're bored or you've just got a little time to spare there're a few strange things to be viewed in Vice City. Fly around to the north of Vice Beach and there's a sunken liner that looks suspiciously like the Titanic lying at the bottom of the ocean. Alternatively you can go searching around to the west of Greasy Chopper near the small middle island and right above the underwater rocks you'll find an unfortunate chap wearing concrete boots.

## 33 – RED LIGHTS AT NIGHT

A PSW fave from GTA3 continues to work in Vice City. Grab yourself a posh set of wheels and stop alongside one the ladies of the night. Honk the horn and they'll get in. Then drive to a secluded location where there is no one else around and park up. Pretty soon the car will begin to rock from side to side and your health will slowly rise. However, it will cost you,

although it's not that much of a problem. When she's finished her business she'll get out of the car. Simply follow her and use a baseball bat to get your money back. Fumbling fun for free to the back beat of a squealing suspension.

## 34 – THERE'S A STORM FRONT BREWING

You can change the weather in the game with these codes:

### NORMAL:

**R2**, **×**, **L1**, **L1**, **L2**, **L2**, **L2**, **○**

### RAINY:

**R2**, **×**, **L1**, **L1**, **L2**, **L2**, **L2**, **○**

### FOGGY:

**R2**, **×**, **L1**, **L1**, **L2**, **L2**, **L2**, **×**

### OVERCAST:

**R2**, **×**, **L1**, **L1**, **L2**, **L2**, **L2**, **○**

### SUNNY:

**R2**, **×**, **L1**, **L1**, **L2**, **L2**, **L2**, **△**

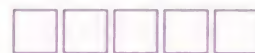
## 35 – WARNING: DANGER.

The one thing in the game that we really don't want you to experience is the sudden empty memory card phenomenon. Quite a few of our readers have experienced this distressing occurrence when they've saved at the Cherry Popper Ice Cream factory so it's probably best to avoid saving at this location if possible.





# MINI TIPS



CAN'T DO IT BY YOURSELF, EH? NEED TO CHEAT TO GET AHEAD? RUBBISH AT GAMES, HMM? HONESTLY, SOME PEOPLE.

## THE GETAWAY

### THE VARIOUS CAR LOCATIONS.

#### LOTUS 7

H-7 (Great Marlborough Street)  
T-11 (St Thomas Street)

H-7, the car is available when you start the free roaming mode.

T-11, the car is parked in the corner of a car park in St Thomas Street. Approach it from Bermondsey Street the carpark is left behind a yellow wall. Drive through the gate and look left to find the Lotus 7.

#### NISSAN SKYLINE

A-9 (Bayswater Road)  
U-12 (Bermondsey Street)

A-9, drive to the end of Bayswater Road at A-8 and head south to A-9. You'll see a driveway in the large wall to the left. Follow it and you'll reach a mansion. There you'll find the Skyline GTR-33.

U-12, drive up Bermondsey Street from Long Lane and look right. You'll notice some cardboard boxes sitting outside a small garage. Walk round the boxes into the garage and you can nab the Skyline.

#### TVR CERBERA

A-9 (Bayswater Road)

It's located at the same mansion where you found the Lotus 7

#### LOTUS M250

A-9 (Bayswater Road)

Once again head to the mansion at the end of the Bayswater road where you found the Lotus 7 and the TVR Cerbera.

#### GO KART

A-9 (Bayswater Road)

Once again you'll find the go kart near to where you found the TVR and Lotuses.

#### PEUGEOT 306 TUNED

J-14 (Horseferry Road)  
Look to the left as you come across Lambeth Bridge and you'll see a long blue wall. At the western end you'll find an alley with some cardboard boxes sitting in it. Go down here to an empty warehouse. Ignore the wrecked car and look left to find the souped up 306

#### GOLF CART

C-9/C-10 (Hyde Park)

Find the four way intersection in Hyde Park and then head left. It shouldn't take too long to spot the cart.

#### LOTUS ESPRIT

C-9/C-10 (Hyde Park)

Once again locate the four way intersection in Hyde Park then follow the single road south. Look out for the blue shack where the Lotus should be parked beside it.

#### SAAB CONCEPT

J-8 (Underground carpark in unnamed street south of Shaftesbury Avenue)

This is the car park that appears during the in game missions. Head to Shoh and drive past the Republic Bar that Mark shoots up and go down the street the wrong way before turning right at the end. Follow the road as it bends off to the left with Chinatown on the right. The car park is just around the bend.

#### ARMOURED CAR

I-12 (Birdcage Walk)

Start at Buckingham Palace and follow the black iron gates on the right hand side of Birdcage Walk. Look for an open gate which leads into a small area where the four-wheeled armored car is sitting on a platform.



## X-MEN NEXT DIMENSION



### MASTER CODE

Remove the memory card before activating this code. Hold **START**, then press **DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, A** at the main menu. A message will be spoken to confirm correct code entry. You can now re-insert the memory card and save the game.

### FIGHT AS BASTION

Successfully complete the game story mode as Magneto without losing any matches to face Bastion. Defeat Bastion to unlock him as a selectable character.

### FIGHT AS BISHOP

Successfully complete the game in arcade mode as Gambit to unlock Bishop as a selectable character.

### FIGHT AS BLOB

Successfully complete the game in arcade mode as Bishop to unlock Blob as a selectable character.

### FIGHT AS PSYLOCKE

Successfully complete the game in arcade mode as Betsy to unlock Psylocke as a selectable character.

### FIGHT AS DARK PHOENIX

Successfully complete the game in arcade mode as Phoenix to unlock Dark Phoenix as a selectable character. Alternatively, successfully complete the game in story mode as Magneto.

### FIGHT AS SENTINEL A

Successfully complete the game in arcade mode as Cyclops.

### FIGHT AS SENTINEL B

Win twenty matches in survival mode.

### THIRD COSTUME

Complete the game in story mode to unlock that character's third costume.

### FOURTH COSTUME

Win twenty matches in survival mode with all characters.

### FIFTH COSTUME

Successfully complete the game in arcade mode under the hard difficulty setting with all characters.

### SIXTH COSTUME

Defeat all ten fighters in time attack mode in less than fifteen minutes to unlock the sixth costume for the fighter you selected.

### SEVENTH COSTUME

Select team mode and choose to fight with eight characters. Defeat all of your opponent's team by using two or less of your own fighters to unlock the seventh costume for the character(s) you used.

### EIGHTH COSTUME

Win forty matches in survival mode as any character.

### ENDING SEQUENCES

There are three possible endings in the game in story mode.

### REGULAR ENDING (MAGNETO'S VICTORY)

Defeat Bastion as Magneto.

### ALTERNATE ENDING (PHOENIX'S VICTORY)

Lose the Magneto vs. Bastion fight and you will go to the Phoenix vs. Bastion fight. Defeat Bastion as Phoenix.

### SECRET ENDING (FURY OF DARK PHOENIX)

Get a "Perfect" victory in the Phoenix vs. Bastion fight. This will also, unlock Dark Phoenix as a playable character.



## TIMESPLITTERS 2

### 1853 WILD WEST LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock The Colonel as a playable character in arcade mode.

### 1895 NOTRE DAME PARIS LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Notre Dame as a playable character in arcade mode.

### 1920 AZTEC RUINS LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Stone Golem as a playable character in arcade mode.

### 1932 CHICAGO LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Big Tony as a playable character in arcade mode.

### 1972 ATOM SMASHER LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Khallos as a playable character in arcade mode.

### 1990 OBLASK DAM SIBERIA LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock the Mutant TimeSplitter as a playable character in arcade mode.

### 2019 NEOTOKYO LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Sadako as a playable character in arcade mode.

### 2280 RETURN TO PLANET X LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Ozor Mox as a playable character in arcade mode.

### 2315 ROBOT FACTORY LEVEL REWARD

Successfully complete the level in story mode under the medium difficulty setting to unlock Machinist as a playable character in arcade mode.

### 2401 SPACE STATION LEVEL REWARD

Successful completion of the level in story mode, under the medium difficulty setting, will allow you to unlock Reaper Splitter as a playable character in the arcade mode.



### ENDING BONUSES

Successfully complete the game in story mode under the easy difficulty setting to unlock the Cardboard Characters cheat and the Streets multiplayer level in arcade mode.

Successfully complete the game in story mode under the normal difficulty setting to unlock Big Heads and All Characters Cloaked cheats and the Compound multiplayer level in arcade mode.

Successfully complete the game in story mode under the hard difficulty setting to unlock the Unlimited Ammo cheat and the Site multiplayer level in arcade mode.

Successfully complete all challenges with at least a Bronze rank to unlock the Paintball cheat.

### ARCADE LEAGUE (AMATEUR) BONUSES

#### BEGINNERS SERIES

**Adios Amigos!:** Hector Babosal, Lean Molly (Gold).

**Casualty:** Dr. Peabody, Crypt Zombie (Gold).

**Top Shot:** Hangar Level, Sgt. Shock, Elimination mode (Gold).

#### MODE MADNESS

**Chastity Chased:** Regeneration mode (Gold).

**Shrinking from the Cold:** Private Sand, Sgt. Slate, Shrink mode (Gold).

**Scrap Metal:** Scrapyard, Chassisbot (Gold).

#### IT'S A BLAST

**Night Shift:** Sentry bot, Leech mode (Gold).

**Spills of War:** Meezor Mox, Thief mode (Gold).

**Demolition Derby:** Male Trooper, Female Trooper, Robot Factory Level, Vampire Mode (Gold).

#### TOO HOT TO HANDLE

**Monkey Immolation:** Crispin, Flame tag (Gold).

**Disco Inferno:** Louie Big Nose, Lt. Wild (Gold).

**Burns Department:** Undead Priest, Nightclub, Virus mode (Gold).

#### TEAM SERIES A

**Club Soda:** Slick Tommy, Jimmy Needles (Gold).

**Station Stand:** Lt. Shade, Zones mode (Gold).

**Men In Gray:** Accountant, Kawer, Assault mode (Gold).

### ARCADE LEAGUE (HONOURARY) BONUSES

#### MAXIMUS

**Cold Corpse Caper:** Cyber Fairy, Gargoyle (Gold).

**Killer Queen:** Leo Krupps (Gold).

**R109 Beta:** Ufopia, Gladiator mode (Bronze), Roman Hat, Lt. Chill (Platinum).

#### ELIMINATION SERIES

**Baking For The Taking:** Chinese Chef,



Gingerbread Man (Platinum).

**Brace Yourself:** Braces, Trooper Brown (Gold).

**Starship Whoopers:** Chinese, Monkey Assistant, Trooper Black (Gold).

#### BURNS 'N BANGS

**Chinese Burns:** Calamari, Chef Hat (Platinum).

**Snow Business:** Snowman, Trooper Grey (Gold).

**Rocket Man:** Venus Star, Capt. Sand, Duckman Drake (Gold).

#### OUTNUMBERED, BUT NEVER OUTGUNNED!

**Someone Has Got To Play...:** Capt. Night (Gold).

**Time to Split:** Barby Gimp, Scourge Splitter (Gold).

**Can't Handle This:** Chasm, Hatchet Sal, Handyman (Gold).

#### TEAM SERIES B

**Hack A Hacker:** Krayola, Milkbaby (Gold).

**Rice Cracker Rush:** Riot Officer, The Master (Gold).

**Superfly Lady:** Capt. Pain (Gold).

### ARCADE LEAGUE (ELITE) BONUSES

#### ONE SHOT THRILLS

**Babes In The Woods:** Jo-Beth Casey (Gold).

**Double Bill:** Beetleman, The Impersonator (Gold).

**Nikki Jinki Bricky:** Nikki, Jinki (Gold).

#### DUEL MEANING

**If I'm Ugly-You Smell!:** Mikey Twoguns, Jared Slim (Platinum).

**Golem Guru:** Kypriss, Fat Characters (Platinum).

#### FRANTIC SERIES

**Hangar's Hat's Off!:** Henchman, Dark Henchman (Gold).

**Can't Please Everyone...:** Maiden, Changeling (Gold).

**Big Top Blowout:** Mr. Giggles (Silver), Stumpy (Gold).

#### TEAM SERIES C

**Bags Of Fun:** Ringmistress, Big Hands, Slow Motion Deaths (Gold).

**They're Not Pets!:** Baby Drone, Bear (Gold).

**Nice Threads:** Small Heads, Compound level (Bronze), R-One-Oh-Seven (Gold).

#### SINCEREST FORM OF FLATTERY

**Aztec The Dino Hunter:** Dinosaur (Gold).

**Half Death:** Drone Splitter (Gold).

**Dead Fraction:** Jebediah Crump (Silver).

### CHALLENGE BONUSES

#### GLASS SMASH

**Pane In The Neck:** Rotating Heads (Gold).

**Bricking It:** Brick Weapon (Gold).

**Stain Removal:** Hunchback (Silver), Nothing (Gold).

#### BEHEAD THE UNDEAD

**Fight Off The Living Dead:**

Sewer Zombie (Gold).

**Sergio's Last Stand:** Sergio (Gold).

**Day Of The Dammed:** Feeder Zombie (Silver/Gold).

#### INFILTRATION

**Silent, But Deadly:** Viking Hat (Gold).

**Trouble At The Docks:** Pirate Hat (Gold).

**Escape From NeoTokyo:** Big Ears Hat (Gold).

#### BANANA CHOMP

**Gone Bananas:** Private Coal (Gold).

**Monkey Business:**

Private Poorly (Silver), None (Gold).

**Playing With Fire:** Wood Golem (Silver).

#### CUT-OUT SHOOT-OUT

**Take 'Em Down:** Ample Sally (Gold).

**Fall Out:** Marco the Snitch (Gold).

**Pick Yer Piece:** Sgt. Rock- Gold.

### TIMESPLITTERS "STORY" CLASSIC

**Badass Buspass Impasse:**

Badass Cyborg (Gold).

**But Where Did The Batteries Go?:**

R One-Oh-Seven (Platinum).

**Hit Me Baby One Morgue Time:** Cropolite (Gold).

#### MONKEYING AROUND

**Simian Shooter:** Insect Mutant (Silver).

**Monkey Mayhem:** Lola Varuska, Mischief (Platinum).

**Dam Burstors:** Robofish, Circus level.



SILICON MEETS CELLULOID  
CHASING THE CINEMATIC EXPERIENCE



# SILICON MEETS CELLULOID:

THE GETAWAY. CINEMATIC GAME OR IDIOSYNCRATIC SHAME? IS THE CINEMA SPOILING OUR GAMING FUN?

## SILICON MEETS CELLULOID

The Getaway has finally graced us and we've been treated to its creamy gameplay, but it took a bloody long time coming didn't it? For years we've been hearing about this self-dubbed "Cinematic game" and it had plenty of time for its PR department to think long and hard about that self-dubbing.

Have these people been to the cinemas recently? What exactly are they promising? Perhaps it's the witty dialogue of the Transporter, the filmic elegance of xXx and a plot of the sheer power of Men in Black II.

Maybe when they started Getaway all those years ago there were some good action movies like the Godfather or Scarface but they have to get with the times.

Cinematic, really? Do we want to emulate an industry

that not only gave us — but thrust into our lives — Titanic, Pearl Harbour and Gwyneth?

On the other hand, there have been some good movies of late, although I shudder to think of the Donnie Darko game. Games and movies are so very different in how they work, why they work and what they do...so why do so many studios insist on shutting down gameplay to cram in movie moments?

## WHY GAMES GO TO THE MOVIES

Although common place now, games didn't always aim for a filmic experience. Although it looks deep compared to The Hot Chick, Space Invaders had no story, no voices, no set — in fact it had much more in common with Monopoly than movies.

The Getaway's Producer and Director Brendan McNamara says this fascination is just the current phase of evolution for videogames.

"The representations of environments, cars and characters are so realistic now that it forces developers to do something with those representations," he says.

The thinking is if you have a guy who looks like a real person, people will expect real-person motivations and characteristics; beyond that, he says, "it also makes a lot of sense to look at camera angles, lenses and lighting and how the film world uses these tools to tell stories."

Why not? We have been programmed by films to deal with artificial worlds in little boxes for so long that we don't even notice the these artificial storytelling tools anymore — and that's got to be helpful for games.





# CHASING THE CINEMATIC EXPERIENCE

Let's look at the notion of the camera. It's a completely weird concept but it's as natural to us as our own vision. You could argue that the camera is just like our eyes...so working out what is going on with them is a no-brainer, but that's not true. The camera is an invisible point in space that all of the movie participants ignore and which can fly around and teleport to any place it wishes. It can even move through walls, metal grills and even into people's heads.

It's fascinating how easily we can tell when the camera becomes a person. As soon as it moves slightly differently or takes a new angle we know it's showing what someone's eyes are seeing, and just as quickly we know when it's back to being an invisible camera. How handy is that for first person shooters?

When 3D games started appearing we had to borrow ideas like the concept of a camera to help us understand what was going on in the virtual world. Think about it, there's no camera just behind the screen in *Time Splitters*. It's just that it's too weird thinking about it otherwise. Without an actual camera, what sets your point of view in a game? What limits your peripheral vision and how on earth do you get lens flare? The answer is raw computer power and ray tracing, of course, but the notion of a camera is so much easier, as is borrowing the names for studio lighting techniques to describe the light intensity, colour, diffusion and so on that developers code into games.

Since, films pioneered the representation of artificial 3D worlds it's only natural that games borrow the

dictionary from them.

As McNamara says, "We have all those resources now at hand as developers, so it would be ignorant not to take advantage of them."

## WHAT MAKES A GAME CINEMATIC?

All 3D games use technical terms borrowed from movies but that doesn't make *Tony Hawks ProSkater 4* cinematic. Pinning down what does is a bit harder than that.

First thoughts conjure a guy in a monogrammed folding chair yelling "Cut! Cut! This time with feeling!" or maybe digital characters having a hissy fit and storming out to their trailers.

Beyond that, things get a little more hazy. Cinematic games have a feel that reminds us of playing through a



# SILICON MEETS CELLULOID

## CHASING THE CINEMATIC EXPERIENCE



**HE BURST INTO THE ROOM** But forgot to reload! His death was sudden.



**TAKE HIM OUT!** Woah...it's like we're actually inside the shooter's head!



**CHASING THE WALLPAPER** Truly a crime, and, for some, simply too much.



**DENTAL EXAM** With an extra special brand of painkillers.

movie, but what creates that feeling?

Thomas Demachy has been slaving away to develop a game that captures a cult movie feel so we thought we'd ask him.

Demachy, the Project Manager on Titus's Robocop, says there are three main elements that go into the illusion. The first ingredient is a story. Apparently, Tetris, no matter how hard it tries, is never going to crack cinematic. Events have to set up expectations and foreshadow future possibilities so players get drawn along from one scene to the next, caught in the flow of the story just like they'd have to be in a movie.

"Then you need to accept using some movie-making convention, using the cinematic patterns and codes," he says.

Finally, it comes down to that invisible camera and its active participation in making the story as exciting as possible: "Most third person games use only a point of

view, slightly up and behind the playing character. If the game uses cut-scenes, reverse angles, low-angle shots — without destroying gameplay — it will definitely be tagged as a cinematic game," Demachy explains.

And in the case of Robocop there's something "more than that; we give the ability to the player to virtually become Robocop, and feel and act like he would. The closer we get to the sensations we guess Robocop lives, the better it is."

### SHORT CUTS TO EMOTION

Demachy talks about the sensations of a character that never lived. Creating sensation is one of movie's greatest powers and they've gotten pretty darned good at it.

One of my friends is a movie buff and he loves complaining about short-cuts to emotion to the point he gets a "shut-up" response as soon as he starts on about it — or we'll just mention The Postman and watch



**PSW READER PHOTO** They claim to be in the garage business.

## CINEMATIC GAME CLASSICS

### THE STORY'S NOT ALL BAD

CREATING GREAT CINEMATIC GAMES IS NOT EASY but several of our favourites have managed to beat all of the odds — even while frustrating the crap out of us while we sit inactive and watch the computer have all the fun. On the other hand, all managed to take us to new worlds and leave us hanging to find out just what's around the corner.



**METAL GEAR SOLID 2**



**FINAL FANTASY X**



**DEVIL MAY CRY**



**SILENT HILL 2**



**MEDAL OF HONOR: FRONTLINE**





his head explode.

These short-cuts don't just include having the hero's pet dog get callously shot by nasty bad guys but also cheap-arse slow motion effects like glasses tumbling slowly from stunned hands. Games want in on this playbook of emotions.

"There's no avoiding the shared traits between 3D games and cinema...we are both trying to tell a story to involve or influence the player or viewer emotionally," says *Reign of Fire*'s Executive Producer Mark Washbrook.

"Camera techniques in particular are useful. Think how much of a sense of terror a good horror movie can achieve without showing any gore, monsters or killers.

"Suspense is created just through the camera angles, the lighting, and the score. Simply throwing gore or monsters at the screen without this kind of build up is just not as scary. These are the kind of techniques that we employ to achieve the built up of atmosphere and the sense of the player's involvement."

Movies provide game developers with this and much more. Movie conventions are a dime a dozen and we are so familiar with them that they don't mess with our suspension of disbelief. Fade to black meaning time has past, zooming right in on an object means it's important (as opposed to being just really big...unlike the phone in *Top Secret*), creepy music means there is danger coming, the fact that if you see someone outlined against the light and they stop and then disappear around the corner you just know they'll be back - the list goes on and on.

Harnessing all the power of the movie story-telling art is the real dream of the cinematic game.

Core Design knew that after five *Tomb Raider* games,

ads, endless Internet artists giving their impression of a naked Lara and an Angelina Jolie movie they had a tough sell.

"We knew we had to make some serious changes in order to keep the public interested," says Core's Operations Director Adrian Smith.

"For some, the *Tomb Raider* series were five similar games with little depth to the story — the games were more about Lara than the quest she was on.

"With AOD we needed to alter this, we needed there to be a purpose, it had to have the "wow" factor."

That wow factor comes from a much more detailed script which begins with Lara being framed and her story unfolding in cinematic fashion. Players only have limited information — you can be sure that Lara is keeping some secrets — and the plot sets up several film moments where you're not quite sure what the character will do, even if you are controlling her. What will Lara do when she crosses the cops? How far will you have to go?

If you look at the advertising for *Tomb Raider: Angel of Darkness* you'll see that Core has even dodged the usual approach and moved towards advertising it with trailers you'd expect from a film. The selling point for the game is that the gameplay looks like it's a movie, and it uses the previous games to imply the action/adventure gameplay.

## CHASING THE DRAGON

The problem with chasing the dragon (other than seedy opium dens) is that you might actually catch it. Chasing the cinematic leads to an arms race of sorts and it's possible this is like competing with Lamborghini in speed when you're building Mac trucks. Games don't have to



I SAID DANCE! So what do you think of my latest target?



NOT BILLY JOEL. It's always the policemen that cop it.



MAKING FRIENDS Sure he's popular, but those lines are there for a reason.

## MOVIES THAT SHOULD NEVER BE GAMES

### MORE ON THE TWO-PLAYER MODE

**DONNIE DARKO:** somehow acting out the missions Frank sends you on would cheapen the experience. Not to mention any game that got the feeling right would have the annoying teacher or time shagins break an attentive player's brain.

**MULLHOLLAND DRIVE:** Imagine trying to figure out what you're meant to do in this game. Perhaps the whole game could be about trying to figure out who you are, let alone what you are meant to be doing.

**WOODY ALLEN'S LATEST:** We're not sure even Will Wright would tackle a neurotic management sim. The beauty of the 3D self-deprecation bar system would be lost on 99% of people, but then again, what would I know?

**SIGNS:** Taking linear gameplay to a new level. Don't swing away; don't even bunt for a single.

**TITANIC:** For reasons too obvious and numerous to mention...unless you get to play the iceberg.



DEBUG MODE At least when our PCs crash, they're not holding a gun.



IN PROGRESS? Turn detection into extermination and you'll have it sorted.



# SILICON MEETS CELLULOID

## CHASING THE CINEMATIC EXPERIENCE



have to sport film pretensions to be great; look at Tony Hawk 4, Grand Turismo A-Spec or Virtual Fighter 4.

When games start stealing movie tricks, they have to compete with the experiences movies conjure up. If you're playing Robocop the comparison is direct but even if you are playing Timesplitters 2 subconsciously you're looking for something that matches up to your most slick and persuasive experience of similar action, which is probably the Aliens movie...unless you work for the Men in Black or Time Lords. You don't get this playing turn-based strategy games...for me they more conjure my time working at a university.

The makers of EA's latest James Bond game know the pull of the cinematic arms race better than almost anyone.

Playing the Bond game, you hope for the spills and thrills of the Bond movies and behind every door there could be a villain rivaling Scaramanga or a character as inappropriately named as Pussy Galore.

EA Games Producer Michael Condrey says that audience expectations of the Bond experience were the most challenging part of developing the whole game.

"MGM and Danjaq have set a high bar for audience expectations, and we have held ourselves accountable to

meet or exceed those expectations with our interactive experience," he says.

Paradoxically enough, to meet these expectations games have to stray from the language of movies, as games can't compete toe to toe.

As Condrey says, "Pre-rendered cinematic moments can deliver visual and audio elements bigger and larger than life, with special effects and camera movements unparalleled in other media.

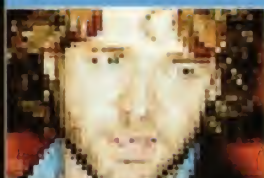
"Game makers need to look to the film industry for inspiration, and guidance, on how to make these interactive moments as successful as, or more than, their non-interactive counterparts."

### GETTING OFF THE CAMERA TRACKS

Building suspense by showing someone hiding in the basement or coming up the stairs is likely to clue the player in a little more than the average mentally challenged character in a horror movie. Many times a developer gets around this by making a linear game where one mission links to the next so you have to go down the stairs or walk unarmed through the house as the guy comes up the stairs.

## ACTORS' LIVES THAT SHOULD BE GAMES

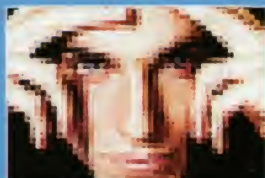
## SORRY, BUT THE CHANCE WAS TOO GOOD TO RESIST



// **RUSSELL CROWE**  
Blood Sport 6: The Night of Nights.



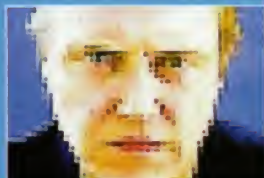
// **WINONA RYDER**  
Play Winona through her trial. Choose the fashion most likely to stun the legal system with your amazing cuteness, rally 'Save Winona' grassroots support and see if you can come up with anything better than a broken elbow from being nudged in the crowd to get the court case delayed.



// **DANIEL DAY LEWIS**  
The game would follow the man who spent months in a wheelchair for My Left Foot and became an amateur prizefighter for the Boxer as he researches the role of Vampire Hunter D. Survival horror. The fact that vampires don't actually exist makes this truly terrifying.



// **ROBERT DOWNEY JR.**  
This game would be something like American McGee's Alice, but with players controlling a hapless Robert Downey Jr. after taking the potion marked "Drink Me." Bombing out of the game means another season of Ally McBeal.



// **CHRISTOPHER WALKEN**  
An adventure game where you visit your kid's school. You lose points every time a kid sees you, screams and runs away. It's game over when the school is shut for a "Walken Day".



# BIBLIOGRAPHY

OF FIL-SORRY...GAMES.



THE GETAWAY

DEVELOPER TEAM SONO

INTERVIEWED PRODUCER/DIRECTOR BRENDAN MCNAMARA

CINEMATIC CLAIM TO FAME GRITTY GANGSTER TALE OF A MAN PUSHED TOO FAR



MINORITY REPORT

DEVELOPER THE WANCH

INTERVIEWED PRODUCER ALEX OFFERMAN

CINEMATIC CLAIM TO FAME BASED ON STEVEN SPIELBERG'S MOVIE OF THE SAME NAME, LAM PLAYS CHEAT FATE AND STEEN JOHN ANDERSON AWAY FROM HIS 'MURDERER'S FUTURE'



NIGHTFIRE

DEVELOPER EA

INTERVIEWED PRODUCER MICHAEL CONOREY

CINEMATIC CLAIM TO FAME ALL NEW BOND ADVENTURE, FEATURING THE DIGITISED FACE OF PIERCE BROSNAN HIMSELF



TOMB RAIDER: ANGEL OF DARKNESS

DEVELOPER CORE

INTERVIEWED OPERATIONS DIRECTOR ADRIAN SMITH

CINEMATIC CLAIM TO FAME LARA RUNNING AND JUMPING AT HIGHER POLY COUNTS THAN WE'VE EVER SEEN THROUGH A MOVIE-CLASSIC FRAME-UP TALE



REIGN OF FIRE

DEVELOPER KLUK ENTERTAINMENT

INTERVIEWED EXECUTIVE PRODUCER MARK WASHBROOK

CINEMATIC CLAIM TO FAME BASED ON THE MOVIE BY THE SAME NAME WHERE THE DRAGONS WERE FINALLY THE STARS AND HERE PROVIDE YOUR CHARACTER FOR HALF OF THE GAME



DRAGON VS TANK If you've seen the film, pity the tank.

Things like slow-motion to emphasise a moment only work as long as they take place in a cut-scene, otherwise you rob the player of the chance to do anything as the vase falls to the ground or the killer steps around the corner.

All of these movie conventions have to be abridged to make them work in games. If you go for full impact you end up with something like In Cold Blood, with movie feel and approximately the same amount of character control.

As the old guy says in Golden Child, "You have to know when to get off the path!"

The path of the cinematic can only produce great games when developers realise that as much as they borrow, games are a unique media. To make a great game you can't re-create movies as games, you have to re-invent them. A game based on a movie should never be a conversion; it needs to be a totally new creation.

Take Minority Report for example. This is a game based on a movie where the main character's actions and at least one location are predetermined. He has to be at the apartment to kill the guy because the psychics have seen the future. It's the whole concept of the movie.

Beyond that, the main villain takes himself out when confronted, which hardly makes for a great game ending. These were all problems that Minority Report Producer Alex Offerman had to help grapple with. The answer was simple: recreate the key elements but as a game.

Between movies and games things have to change to make the game the best experience it can be, not the best mimic of the movie.

"The story follows the basic arc of the film, but we diverge on a few points," Offerman says by way of

explanation.

"The villain in the movie didn't really lend himself to a videogame plot, so we developed an alternate storyline which is more conducive to a truly interactive adventure, providing our hero with all manner of interesting opponents to fight along the way.

"I'm sure you've heard this before, but in order to turn a 2-hour movie into a 20-hour game, you have to take a few liberties."

The team at Treyarch changed their focus and saw the game not as an opportunity to mimic the film but to add something to it: "We were excited to take this world, which had been created by Steven Spielberg and his crew, then expand upon it and explore ideas that are difficult to express in film. We worked very closely with DreamWorks to bring as much life from the movie into the game as possible."

This is the central idea behind the successful cinematic game: it's about re-invention and focusing on what makes a game a game, because no matter how hard developers try they will never be able to be more cinematic than cinema.

It's simple, "At some points you just have to say that in a game we just can't make the continuity work as perfectly as in a film. It's not possible because the freedom always has to be with the player," says McNamara.

For now, the language of film is all we've got; but one day the games industry will evolve a language and vocabulary all of its own...and games designers making movie adaptations will still mispronounce every syllable.

**TIMOTHY C. BEST**



REIGN OF FIRE Aptly titled. Those green things must be dragon turds.



DAZZLING COLOUR RANGE The apocalyptic revenge of the colour-blind.





# SCREAM: COLLECTOR'S EDITION

WATCH OUT. THE TERROR OF THE COLLECTOR'S EDITION MAY BE WAITING AROUND ANY CORNER.

## DISC INFO

### Starring

Neve Campbell  
Drew Barrymore  
David Arquette  
Rose McGowan

### Director

Wes Craven

Rating MA15+

Genre Horror / Thriller

Distributor Magna Pacific

WHEN SCREAM WAS RELEASED IN 1996 IT SET OFF a string of imitators all looking to cash in on the teen horror market; none came close to the success or nail-biting horror of their predecessor. This slasher movie revived the horror genre by playing on the easily recognisable "rules" of the horror market. Apart from its unashamedly toying with these rules, most importantly it was well-written, well-acted and scary. It gave rise to the careers of a multitude of then-struggling actors who were supported by already established stars (even if they got killed off in the first few minutes). Of course the victims still have a knack for behaving in a less-than-rational manner, continually putting themselves further into peril (rather than rationally making a decision to escape impending doom) but, hey, we all need to be able to yell "Don't answer the door. Don't leave the house. Don't answer the phone". After all, it is horror!

For those that have been living in the darkest depths of society for the last 7 years I'll bring you up to date. A year after the brutal murder of her mother, one-by-one Sidney Prescott's friends become victims of a serial killer. While the community is submerged in the crimes, the ghost-mask killer quickly turns his attention to Sidney. With a near perfect combination of humour vs. horror, the

film's strength stems from Wes Craven's ability to keep us guessing, throwing in red herrings throughout the film. Anyone that claims they "knew it all along" are liars and not to be trusted!

### EXTRAS

With a collector's edition one can generally be assured that they will be presented with a multitude of extras. Scream is no exception. What makes the disc refreshing is that unlike recent release such as LOTR, Spider-Man and MIB2 they haven't overloaded the disc with a myriad of unnecessary extras.

The audio commentary steps back in time to when the film was made, with the director Wes Craven and the writer Kevin Williamson discussing how the film came about, how they cast it, and how

Bob Weinstein insisted Fonzie get killed. Production featurette, some candid behind-the-screen footage and cast and crew Q & As are all worth a looksee.

### CONCLUSION

While best watched on the big-screen this Collector's Edition provides you with the background to a great film that we all enjoyed, be it some time back now. It is easy to see why the decision was made to make the two following films even if they were unsuccessful as far as topping the original in box office, style and shock value. I say that if you really want to relive the Scream experience a second time, then load up everybody you know, hire a projector and buy bucket loads of popcorn. Oh, and one final thing: prepare to scream.

★★★★★ Vanessa Morgan







# SPRIGGAN (2001)

Director Hirotugu Kawasaki Rating MA15+ Genre Anime Studio AV Channel

UNDER THE SUPERVISION OF KATSUHIRO OTOMO, THE CREATOR OF "AKIRA" (1988), Spriggan was brought to life from the manga "Striker!". The story centres around an ancient alien race that had stored technologically advanced artefacts, such as Noah's ark, on earth. These hold great power and only Arcam, a top-secret organization, and its warriors, the Spriggan, have the power to protect them.

Although visually striking, the creators seem too often to drift into a world of pure imagery, forgoing the dialogue. This has led to a lack of character development, which reflects heavily on what should be an intriguing plot.

In parts there is a feeling that they have tried to cram the whole series into one movie which inevitably means there are bits left out, and sometimes the wrong bits. For those able to look past the poor dialogue Spriggan is action packed with spectacular fight scenes and pumped full of good verses evil action.

## CONCLUSION

Spriggan is worth the time. Even though there may be faults, it's like watching Arnie fight his way out of a building, taking on 100 men: breath-taking and awe inspiring. So for non-fans of anime there will still be a drawcard even if they get a little lost in the storyline.

★★★★★ Vanessa Morgan



# NOIR VOL.1 SHADES OF DARKNESS (2001)

Director Kouichi Mashimo Rating M15+ Genre Anime Distributor AV Channel

WITH THE SIMPLE CATCHPHRASE "TWO MAIDENS WITH HEARTS OF ICE", NOIR sprung to life with the backing of a production crew passionate about these 'charming' and 'alluring' characters. Using a genre and style most common to sci-fi films, Noir is set in a present revolving around the two female assassins, one only 'of school age', on a search for their past. Using the washed out colours, such as that of Lain: serial experiment, and a storyline along the lines of The Long Kiss goodnight (1996), Noir has a strange sadness and melancholy threaded through a storyline packed with action and intrigue. The effort put in to make this a successful series is phenomenal and I suspect this series was made not to please an audience but instead the producer/director team. Attention to angle shots, design, timing and especially the sound is why I was in great anticipation of this series release on DVD. This is a drama series with substance.

## CONCLUSION

Grab it quick!

★★★★★ Vanessa Morgan



# MARTIAN SUCCESSOR NADESICO (1996) VOL 1 - 3

THOSE EYES...THOSE BEADY, PENETRATING EYES!

Director Tatsua Sato Rating PG Genre Anime Studio AV Channel

## AH! THOSE BRIGHTLY DRAWN GIRLS WITH THEIR

fluttering Shoyo eyes, how perfectly partnered they are by large roaring battleships and giant destroyer robots! Surprisingly this anime finds us under attack from alien forces and, once again, the planet is running out of time. As earth's last hope, the best of the best are hand picked - only the best always seem to come with 'slight personality problems'. This mismatched crew has many of those. In any other story form, with the exception of a Hollywood blockbuster starring Demi Moore or Sigourey Weaver, a ragbag crew such as that manning the Nadesico would have a life expectance of around 2 and a half minutes. However the Ditzzy Captain Yurika and her intact crew survived 26 episodes ending as one of the most popular Japanese anime series to date.

To get a sense of the series you only need listen to the Japanese voice acting. It's loud, it's fast and there is far more yelling than the common man is used to. Scenes and dialogue are cut as if impending doom is right around the corner, even when discussing dinner. While not quite on the intensity level of Heppoko (silly) anime, like Excel Saga, Nadesico is a satire steeped in in-jokes and homages.

Characters such as Ruri are flawless with the combination of her large mop of hair and eyes that span 2/3 of her face. While projecting sweetness

she drips cynicism during the rare moments she opens her mouth. This contrasts the 'never say never' Captain Yurika, whose shrill voice never drops below the pitch of a shrieking whistle and is rarely silent throughout the series.

Ultimately the well-written and perfectly timed dialogue provides this series with its edge and is what will leave you wanting more.

## EXTRAS

With most anime television series there isn't much to offer in the way of extras. The Nadesico series lives up to the stereotype with the only extra provided being character bios on every disc. These are usually around one screen-sized page of information on the main characters, but is nothing to write home about.

## CONCLUSION

With the barrage of anime around with storylines about saving the world from invading alien forces it's time we saw a parody of the genre. Nadesico stands as a reminder that this change has arrived, in the form of a new breed of anime such as Lain, Noir, Excel Saga and films like Spirited Away. Ultimately we will all laugh at the hidden joke embedded in the series of Martian Successor Nadesico; can anime really save the world?

By jolly I think it can!

★★★★★ Vanessa Morgan





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Graham Smith  
Disc Editor

So what's it to be? You take the blue pill and the story ends. You wake in your bed and believe whatever you want to believe. You take the red pill and you stay in Wonderland and I show you how deep the rabbit hole goes. Well, not me exactly.

Consider the shiny DVD that you hold in your hands a sort of red pill substitute if you like, ready to sweep you away on an unstoppable adventure through the biggest PS2 titles that are coming your way (only without all the near-death experiences and super slow-motion fighting you might have been expecting). In fact I guarantee you'll be left reeling by the staggering amount of high-quality footage we've managed to squeeze onto this month's DVD (including first looks at *Soul Calibur 2* and *Resident Evil: Dead Aim*), so think carefully before deciding which pill to take. I know which one I'd go for. Err, the red one. In case you were wondering that is.



**WORLD EXCLUSIVE**  
**SO COOL IT HURTS**

## ENTER THE MATRIX

IT'S IN THE SPECIAL FEATURES SECTION

So exactly how excited are you about the new *Matrix* movies? Really excited? Really, really excited? So excited that you're liable to wet yourself before you finish reading to the end of this paragraph? Well

ready those disposable pants kids because we've got the mother of all treats for fans of the *Matrix*. Not only have we got exclusive footage from the forthcoming *Matrix* game, complete with all the bullet-time,

kung fu fighting action you'd ever want, but there's also a whole collection of interviews including chats to stars from the film like Jada Pinkett Smith and Anthony Wong and producer Joel Silver.



## SOUL CALIBUR 2

IN THE SPECIAL FEATURES SECTION

Hands up who wants exclusive footage from the best one-on-one fighting game ever? Err, so that's all of you then is it? Well we can't blame you. After all, it's not often we get to see something so incredibly beautiful combine our two loves of impossibly big medieval weaponry and Chinese women in traditional costume. So in the interest of keeping you, the readers, bang up to date on everything *Soul Calibur 2* related we've put together detailed video previews of six of the game's main protagonists. Representing the old school of *Soul Calibur* stalwarts we have the Soulblade wielder himself, Nightmare and her of the deadly whip-sword, Ivy. As for the newcomers we've got Sophitia's baby sister Cassandra, feisty Wind Priestess Talim, rapier-wielding fop Raphael and young martial artist Hong Yungung. All in all a veritable plethora of potential fight action now wouldn't you agree? Well go and enjoy then.



## RES EVIL: DEAD AIM

IT'S IN THE EXCLUSIVE SECTION

Blimey! You turn your back for five minutes and there you are, swamped with *Resident Evil* games! Last month we had *Resident Evil: Online* and now we've got *Dead Aim*. And all from a franchise that's supposed to have left the PS2 for good! The latest entry into the *Gun Survivor* series, *Dead Aim* looks like being another great hit from the zombie infested *RE* stable.



## THE GREAT ESCAPE

IN THE EXCLUSIVES SECTION

Every year it's the same. We all sit down to watch *The Great Escape* on Christmas Day and every year Steve McQueen fails to jump that bloody fence. Well things are gonna change because this time we're calling the shots. We're going to grab that bike, rev it up till the engine screams and jump that fence to freedom. Then it's back to Blighty for tea and crumpets.

**SPECIAL FEATURES:** Tenchu: Wrath Of Heaven, Soul Calibur 2, The Matrix. **EXCLUSIVE:** Splinter Cell, World Championship Snooker, Resident Evil: Dead Aim, Chaos Legion, Virtua Fighter 4: Evolution, The Great Escape. **NEWS:** XIII, Alter Echo, Tak And The Power Of Juju, Warhammer 40,000: Firewarrior, Splashdown 2, WWE Crush Hour, Speed Kings. **PREVIEWS:** Die Hard: Vendetta, X-Men: Wolverine's Revenge, Choplifter: Search And Rescue, Dynasty Warriors 3: Xtreme Legends, IndyRacing Series, Mystic Heroe, Rygar: The Legendary Adventure, Dark Cloud 2, Syberia, NHL 2K3. **REVIEWS:** Guilty Gear X2, Rayman 3: Hoodlum Havok, ISS3, Def Jam Vendetta, Dark Angel, Jurassic Park, Vexx, Ben Hur, Blood Of Braves, Galerians: Ash. **IMPORTS:** Venus & Braves. **EXTRAS:** Tomb Raider: Making Of.

XBOX



# INCOMING

GAMES CURRENTLY WINGING THEIR WAY TO PS2

## APRIL

|              |    |        |
|--------------|----|--------|
| NBA Street 2 | EA | Sports |
|--------------|----|--------|

## MAY

|                                    |             |                 |
|------------------------------------|-------------|-----------------|
| World Championship Snooker 2003    | Codemasters | Sports          |
| Enter the Matrix                   | Infogrames  | Action          |
| Indiana Jones & the Emperor's Tomb | EA          | Adventure       |
| RTX Red Rock                       | EA          | Adventure       |
| Frogger Beyond                     | Konami      | Frogsim         |
| Ghost Vibration                    | Infogrames  | Action          |
| Fisherman's Challenge              | Konami      | Sports(?)       |
| Dancing Stage Mega Mix             | Konami      | Dance!          |
| World Racing Mercedes Benz         | TDK         | Racing          |
| Return to Castle Wolfenstein:      | Activision  | Shooter         |
| Operation Resurrection             |             |                 |
| Dark Chronicle                     | Sony        | RPG             |
| SOCOM & Headset                    | Sony        | Shooter         |
| MotoGP 3                           | Sony        | Bike racing     |
| War of the Monsters                | Sony        | Wicked fighting |
| Shinobi                            | Sony        | Action          |

## JUNE

|                                |                           |                |
|--------------------------------|---------------------------|----------------|
| Indy Car Series                | Codemasters               | Racing         |
| Backyard Wrestling             | Eidos                     | Wrestling      |
| F1 Career Challenge            | EA                        | Racing         |
| Silent Hill 3                  | Konami                    | Survival Hor.  |
| Def Jam Vendetta               | EA                        | Fighting       |
| Dead to Rights                 | EA                        | Action         |
| Blood Rayne                    | Majesco (PPGI)            | Action         |
| Black & Bruised                | Majesco (PPGI)            | Boxing         |
| Die Hard: Vendetta             | Fox Interactive (PPGI)    | Shooter        |
| The Hulk                       | Universal Interactive     | Action         |
| Starsky & Hutch                | Empire Interactive (PPGI) | Action/Adv     |
| Clock Tower 3                  | THQ                       | Survival Hor.  |
| Tomb Raider: Angel Of Darkness | Eidos                     | Action         |
| Dark Cloud                     | Sony                      | Not weathersim |
| Formula One 2003               | Sony                      | Racing         |

## JULY

|                                     |                       |         |
|-------------------------------------|-----------------------|---------|
| Charlie's Angels: Full Throttle PS2 | Ubi Soft              | Action  |
| Mace Griffin: Bounty Hunter         | Universal Interactive | Shooter |

## AUGUST

|                          |        |         |
|--------------------------|--------|---------|
| Tribes 2: Aerial Assault | Sierra | Shooter |
|--------------------------|--------|---------|



MACE GRIFFIN He's coming in July.



BOUNTY HUNTER He's still coming in July.



ENTER THE MATRIX Prepare to break some wrists in May. Oh, and wear silly sunglasses.

## DIRECT HIT!

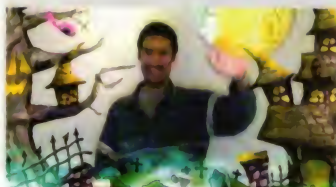
EYETOY

Distributor: Sony

Type: Peripheral



Arriving just days after deadline (okay so we were running a little bit late this month) was the PS2's much-hyped hype-gatherer, the Eyeto. We'll cover it all for you in issue twelve but, unless you are a technology-savvy corpse or a pre-school age school child, you probably won't get more than a day out of it. However, we did chuck it in the PS2 during David's leaving do and to our surprise, it was to girls what whipped cream is to yo momma; ie: we're bewildered.



## DIRECT HIT!

SOCOM:NAVY SEALS

Distributor: Sony

Type: Shooter + Peripheral



The latest PAL version of Sony's big online shooter crept into the office late as well, along with its swanky headset. Designed specifically with online play in mind, we have yet to really test it out. Still, it appears a solid Sony-backed shooter, which should guarantee that it might be worth a peek. The Logitech headset is particularly interesting though, and promises, as long as online can establish itself in this country, to usher in a new era of extended expletives.



# inform charts

**inform**

The Official Australian Games Chart

Compiled by Inform in association with IEAA

W/E 6 April 2003

TOP 20

Best Selling Full Price PlayStation2 Games (over \$50)

- ◆ Tom Clancy's Splinter Cell Adventure
- ⊙ Devil May Cry 2 Adventure
- ◆ GTA: Vice City Adventure
- ▼ The Getaway Adventure
- ⊙ WRC 2 Extreme Racing
- ▼ Kingdom Hearts Adventure
- ▼ The Sims Strategy
- ▼ Tenchu 3: Wrath of Heaven Adventure
- ⊙ Metal Gear Solid 2 Substance Adventure
- ▲ Bond 007: Nightfire Action
- ▼ Ratchet & Clank Adventure
- ▲ Need For Speed Hot Pursuit 2 Racing
- ▼ Sly Raccoon Adventure
- ▼ Mortal Kombat: Deadly Alliance Action
- ▼ G1 Jockey 3 Sports
- ▼ Medal Of Honor: Frontline Action
- ▼ V8 Supercars Racing
- ⊙ NBA 2K3 Sports
- ▼ Dragonball Z: Budokai Fighters Action
- ▼ Tom Clancy's Ghost Recon Strategy

★ New Entry ◆ Non Mover ▲ Up from last week ▼ Down from last week

Charts can be viewed at [www.informbd.com.au](http://www.informbd.com.au) as part of



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